

**APPENDIX C**

**Former Fort Ord Ordnance Hazard Classification  
FOR USE BY UXO-TRAINED PERSONNEL ONLY**

## **Former Fort Ord Ordnance Hazard Classification FOR USE BY OE-TRAINED PERSONNEL ONLY**

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### **INTRODUCTION**

The following sections describe the process of assigning a risk code to Ordnance and Explosive (OE) items. It is applicable to OE items that have been found at the Former Fort Ord as well as items that may be found in the future at the Former Fort Ord. The assignment of a risk classification code is specific to the Former Fort Ord OE risk assessment protocol.

OE items vary widely in type and therefore no universal explosive safety risk classification can be recommended. However, classification of OE items is generally accomplished through the use of an OE classification meeting attended by OE-qualified experts. The following text is project specific and not intended to be implemented by the general public or others who are not OE-qualified experts.

Personnel will organize and coordinate the classification efforts. A focus group of the OE risk team will develop the Former Fort Ord Ordnance Hazard Classification list for review, as well as, compile and assess applicable references and will recommend OE risk classifications. The OE risk team as a whole will review and approve the Former Fort Ord Ordnance Hazard Classification list.

### **OE CLASSIFICATION**

The following shall be considered when classifying an OE item:

1. References (see below)
2. All items are to be considered portable by a small child
3. The receptor to be considered is a small child
4. All items are to be considered fused
5. All white phosphorus-containing items are to be assigned an OE Item Risk Code of three (3)
6. All fragment-producing items are to be assigned an OE Item Risk Code of three (3)
7. The following should be considered in sequence:
  - a. whether the item is fragmentation producing;
  - b. whether the item contains white phosphorus;
  - c. the size of the charge; and
  - d. directional overpressure/blast

### **REFERENCES**

1. TM 9-1300-200 Ammunition, General
2. TM 9-1300-214 Military Explosives
3. TM 9-1345-203-12 Operator's and Unit Maintenance Manual for Land Mines
4. TM 9-1375-213-12 Operator's and Organizational Maintenance Manual, Demolition Materials
5. TM 43-0001-27 Army Ammunition Data Sheets, Small Caliber Ammunition.

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6. TM 43-0001-28 Army Ammunition Data Sheets, Artillery Ammunition Guns, Howitzers, Mortars, Recoilless Rifles, Grenade Launchers, and Artillery Fuzes
7. TM 43-0001-29 Army Ammunition Data Sheets, Grenades
8. TM 43-0001-30 Army Ammunition Data Sheets, Rockets, Rocket Systems, Rocket Fuzes, Rocket Motors
9. TM 43-0001-36 Army Ammunition Data Sheets, Land Mines
10. TM 43-0001-38 Army Ammunition Data Sheets, Demolition Sheets
11. OP 1664 U.S. Explosive Ordnance 28 May 1947 (Navy Pub)
12. TM9-1901 Artillery Ammunition 29 June 1944
13. Interim guidance 01-01 *Ordnance and Explosive Risk Impact Assessment*

**PROPOSED FORT ORD ORDNANCE HAZARD CLASSIFICATION: DO NOT CITE OR QUOTE**

<b>OE DESCRIPTION</b>	<b>OE ITEM RISK CODE</b>	<b>REMARKS</b>
activator, AT mine, prac, M1	1	Contains primer
base; coupler	1	Contains primer
bomb; practice - MK23	1	Contains primer
burster; field; incendiary; M4	3	High explosive, frgmentation producing or white phosphours munitions that contain bursters which split open case (expel WP)
Canister; 76mm; M363	0	Inert
cap; blasting; electric; M6	1	
cap; blasting; electric; M7	1	
charge; demolition; TNT; 0.25lbs	2	Bulk explosive
charge; demolition; TNT; 0.5lbs	2	Bulk explosive
charge; nitrostarch; 0.25lb	2	Bulk explosive
cutter; line; M2	1	Contains small proprellant charge
firing device; combination; MK1	1	Contains primer
firing device; multi-option; M142	1	Contains primer
firing device; pressure; M1A1	1	Contains primer
firing device; pull friction; M2	1	Contains primer
firing device; pull; M1	1	Contains primer
firing device; release; M1	1	Contains primer
firing device; release; M5	1	Contains primer
firing device; tension and release; M3	1	Contains primer
Flare; aircraft; parachute; M9A1	2	Contains black powder and pyrotechnic mixture
flare; parachute; trip; M48	2	Propelling charge and pyrotechinc mixture
flare; surface; trip; M49 series	1	Pyrotechnic mixture and primer
fuze; chemical; mine; antitank; M600	0	Inert
fuze; grenade; hand; M10A3 series	1	Contains small explosive charge
fuze; grenade; hand; M205	1	Pyrotechnic delay igniting fuze
fuze; grenade; hand; M206 series	1	Contains small explosive charge
fuze; grenade; hand; M213	1	Contains small explosive charge
fuze; grenade; hand; M215	1	Contains small explosive charge
fuze; grenade; hand; M217	1	Contains small explosive charge
fuze; grenade; hand; M218E1	1	Contains small explosive charge
fuze; grenade; hand; M219	1	Contains small explosive charge
fuze; grenade; hand; practice; M228	1	Pyrotechnic delay igniting fuze
fuze; grenade; igniting; M201	1	Pyrotechnic delay igniting fuze
fuze; mine; antitank; practice; M1A1	1	Small explosive charge
fuze; mine; antitank; practice; M604	1	Contains Primer and small smoke charge
fuze; mine; combination; M10 series	1	Contains small explosive charge
fuze; projectile; combination; M1907	1	Contains black powder

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<b>OE DESCRIPTION</b>	<b>OE ITEM RISK CODE</b>	<b>REMARKS</b>
fuze; projectile; M38 series	2	Contains small primary explosive charge and buster charge
fuze; projectile; M48 series	2	Contains small primary explosive charge and buster charge
fuze; projectile; M503A2	2	Contains small primary explosive charge and buster charge
fuze; projectile; M51series	2	Contains small primary explosive charge and buster charge
fuze; projectile; M521	2	Contains small primary explosive charge and buster charge
fuze; projectile; M524 series	2	Contains small primary explosive charge and buster charge
fuze; projectile; M525	2	M525 series fuze is used with the M43A1 81 mm mortar
fuze; projectile; M54	2	Contains small primary explosive charge and buster charge
fuze; projectile; M548	2	Contains small primary explosive charge and buster charge
fuze; projectile; M55	2	Contains small primary explosive charge and buster charge
fuze; projectile; M557	2	Contains small primary explosive charge and buster charge
fuze; projectile; M571	2	Contains small primary explosive charge and buster charge
fuze; projectile; M58	2	Contains small primary explosive charge and buster charge
fuze; projectile; M68	2	Contains small primary explosive charge and buster charge
fuze; projectile; M8	2	Contains small primary explosive charge and buster charge
fuze; projectile; M9	2	Contains small primary explosive charge and buster charge
fuze; projectile; MK I	2	Contains small primary explosive charge and buster charge
fuze; projectile; MK IV	2	Contains small primary explosive charge and buster charge
fuze; projectile; time; M84 series	2	Contains small primary explosive charge and buster charge
fuze; rocket; M404	2	Contains small primary explosive charge and buster charge
fuze; rocket; M405	0	Inert
fuze; smoke pot; electric; M209	1	contains small pyrotechnic charge
fuze; trench mortar; MK VI	2	Contains small primary explosive charge and buster charge
grenade; hand; fragmentation; M67	3	High explosive, frgmentation producing or white phosphours munitions that contain bursters which split open case (expel WP)
grenade; hand; fragmentation; MK2	3	High explosive, frgmentation producing or white phosphours munitions that contain bursters which split open case (expel WP)
grenade; hand; Illumination; MK1	1	Contains pyrotechnic mixture
grenade; hand; incendiary; AN-M14	1	Contains thermite burns at 4000 F
grenade; hand; offensive; MK3	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
grenade; hand; practice; M21	1	Contains delay ignition fuze
grenade; hand; practice; M30	1	Contains pyrotechnic delay ignition fuze
grenade; hand; practice; M62	1	Contains pyrotechnic delay ignition fuze
grenade; hand; practice; M69	1	Contains pyrotechnic delay ignition fuze
grenade; hand; practice; MK2	1	Contains pyrotechnic delay ignition fuze
grenade; hand; riot; CS; ABC-M25A2	1	Contains pyrotechnic delay ignition fuze
grenade; hand; riot; M25	1	Contains pyrotechnic delay ignition fuze & CS

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<b>OE DESCRIPTION</b>	<b>OE ITEM RISK CODE</b>	<b>REMARKS</b>
grenade; hand; smoke; HC; AN-M8	1	Contains pyrotechnic delay ignition fuze & smoke agent
grenade; hand; smoke; M18 series	1	Contains pyrotechnic delay ignition fuze & colored smoke agent
grenade; hand; smoke; M48	1	Contains pyrotechnic delay ignition fuze & red smoke agent
grenade; hand; smoke; WP; M15	2	Contains fuze and white phosphorus
grenade; hand; smoke; WP; M34	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
grenade; hand; training; MK1A1	0	Inert
grenade; rifle; antitank; HE; M19A1	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
grenade; rifle; antitank; M9 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
grenade; rifle; antitank; practice; M11	0	Inert
grenade; rifle; antitank; practice; M11A series	0	Inert
grenade; rifle; HEAT; M31	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
grenade; rifle; M17	3	Contains EC powder & primer/detonator
grenade; rifle; smoke; M22 series	1	Contains igniting fuze and smoke mixture
grenade; rifle; smoke; M23 series	1	Contains igniting fuze and smoke mixture
grenade; rifle; smoke; WP; M19A2	2	Contains fuze, burster, white phosphorus
Igniter; fuse; time; M60	1	Contains primer
Igniter; time fuze; blasting; M2	1	Contains primer
mine; antipersonnel; practice; M8 series	1	Contains primer, black powder and spotting charge
mine; antipersonnel; practice; M12	1	Contains primer, black powder and spotting charge
mine; antipersonnel; practice; M18A1	0	Inert
mine; antitank; M20	1	Contains black powder and pyrotechnic mixture
mine; antitank; practice; M10	1	Contains primer black powder & spotting charge
mine; antitank; practice; M20	1	Contains primer black powder & spotting charge
mine; antitank; simulator; M80	0	Inert
missile; guided; HEAT; M222 (DRAGON)	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
pot; smoke; MK3	1	Contains igniting fuze and HC smoke
pot; smoke; screening; 10lb; M1	1	Contains igniting fuze & HC smoke
pot; smoke; screening; 2.5lb; M1	1	Contains igniting fuze & HC smoke
pot; smoke; screening; 5lb;	1	Contains igniting fuze & HC smoke
primer; igniter tube; M5	1	Contains primer and smokeless powder
primer; igniter tube; M57	1	Contains primer and smokeless powder
primer; ignition; percussion; M82	1	Contains primer
primer; ignition; percussion; MK2	1	Contains primer

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<b>OE DESCRIPTION</b>	<b>OE ITEM RISK CODE</b>	<b>REMARKS</b>
projectile, 4.2inch, mortar, illumination, M335 series	2	Contains fuze, black powder and pyrotechnic
projectile; 20mm; M204	0	Inert
projectile; 20mm; M206A1	0	Inert
projectile; 20mm; M95	0	Inert
projectile; 22mm; subcaliber; practice; M744	1	Contains primer and pyrotechnic mixture
projectile; 25mm; subcaliber; target practice tracer; M793	1	<b>Note Changed by JRE. Concurred by Clinton Huckins</b>
projectile; 37mm; M59	0	inert
projectile; 37mm; M74	0	inert
projectile; 40mm; cluster; M585	1	Contains primer & pyrotechnic mixture
projectile; 40mm; M682	1	Contains igniter and pyrotechnic mixture
projectile; 40mm; parachute; star; M661	1	Contains igniter and pyrotechnic mixture
projectile; 40mm; parachute; star; M662	1	Contains igniter and pyrotechnic mixture
projectile; AP; incendiary; 20mm; M53	1	Contains incendiary mixture
projectile; AP-T; 37mm; M51 series	0	Inert
projectile; AP-T; 37mm; M74	0	Inert
projectile; AP-T; 37mm; M80	0	Inert
projectile; AP-T; 57mm; M64	0	Inert
projectile; AP-T; 57mm; M70	0	Inert
projectile; AP-T; 57mm; M78	0	Inert
projectile; AP-T; 76mm; M339	0	Inert
projectile; AP-T; 76mm; M62	0	Inert
projectile; HE; 105mm; M1	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 155mm; M107	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 20mm; M55A2	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 37mm; M43	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 37mm; M54	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 37mm; M63	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 37mm; MK II	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 40mm; M381	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)

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<b>OE DESCRIPTION</b>	<b>OE ITEM RISK CODE</b>	<b>REMARKS</b>
projectile; HE; 40mm; M383	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 40mm; M384	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 40mm; M386	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 40mm; M397	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 40mm; M441	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 57mm; M306 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 75mm; M309	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 75mm; M41A1	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 75mm; M48	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE; 76mm; M352	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HEAT; 57mm; M307	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HEAT; 84mm; M136 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HEAT; 90mm; M348	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HEDP; 40mm; M430	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HEDP; 40mm; M433	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HEI; 20mm; M56A3	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE-T; 40mm; M677	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE-T; 40mm; MK2 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; HE-T; 90mm; M71	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)

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<b>OE DESCRIPTION</b>	<b>OE ITEM RISK CODE</b>	<b>REMARKS</b>
projectile; illumination; 105mm; M314 series	2	Contains black powder and pyrotechnic mixture
projectile; illumination; 155mm; M485 series	2	Contains black powder and pyrotechnic mixture
projectile; LE; 37mm; MK II	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; LE; 37mm; MK1	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; mortar; HE; 3inch; MK I(stokes)	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; mortar; HE; 4.2inch; M3 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; mortar; HE; 4.2inch; M329 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; mortar; HE; 4inch; MK1 (stokes)	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; mortar; HE; 60mm; M49 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; mortar; HE; 81mm; M362	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; mortar; HE; 81mm; M43 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; mortar; illumination; 60mm; M721	2	Contains fuze, black powder and pyrotechnic
projectile; mortar; illumination; 60mm; M83 series	2	Contains fuze, black powder and pyrotechnic
projectile; mortar; illumination; 81mm; M301 series	2	Contains fuze, black powder and pyrotechnic
projectile; mortar; illumination; 81mm; M853A1	2	Contains fuze, black powder and pyrotechnic
projectile; mortar; practice; 3inch; MK III(stokes)	1	Contains small black powder spotting charge
projectile; mortar; practice; 4inch; MK1 (stokes)	1	Contains small black powder spotting charge
projectile; mortar; practice; 60mm; M50 series	2	Fuze and large spotting charge
projectile; mortar; practice; 81mm; M43 series	2	Fuze, large spotting charge
projectile; mortar; smoke; 4.2inch; M328	2	Contains fuze, burster, white phosphorus
projectile; mortar; smoke; 60mm; WP; M302	2	Fuze burster, white phosphorus
projectile; mortar; smoke; 81mm; M375	2	Fuze, burster, white phosphorus
projectile; mortar; smoke; 81mm; M57 series	2	Contains fuze, burster, white phosphorus
projectile; mortar; training; 60mm; M69	0	Inert
projectile; mortar; training; 81mm; M68	0	Inert
projectile; mortar; WP; 4inch; (stokes)	2	Contains fuze, burster, white phosphorus
projectile; practice; 40mm; M382	1	Contains primer & yellow dye
projectile; practice; 40mm; M385	0	Inert
projectile; practice; 40mm; M407A1	1	Contains small explosive charge

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<b>OE DESCRIPTION</b>	<b>OE ITEM RISK CODE</b>	<b>REMARKS</b>
projectile; practice; 40mm; M781	0	Inert
projectile; practice; 40mm; M918	1	Contains primer and pyrotechnic mixture
projectile; practice; subcaliber; 14.5mm; M183A1	1	Contains ignition charge & pyrotechnic mixture
projectile; shrapnel; 155mm; MK1	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; Shrapnel; 75mm; MK1	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
projectile; signal; 40mm; M583A1	1	Contains pyrotechnic mixture
projectile; smoke; 105mm; M84 series	2	Contains black powder and pyrotechnic mixture
projectile; illum; 155mm; M118 series	2	Contains black powder and pyrotechnic mixture
projectile; smoke; 40mm; M680	1	Contains pyrotechnic mixture
projectile; smoke; 40mm; M713 series	1	Contains pyrotechnic mixture
propellant; waffers; mortar; 60mm;	1	Bulk propellant
pyrotechnic; mixture; 0.25lbs;	1	Pyrotechnic mixture
pyrotechnic; mixture; 0.5lbs; M22	1	Pyrotechnic mixture
pyrotechnic; mixture; 2lbs;	1	Pyrotechnic mixture
pyrotechnic; mixture; smoke; 1lbs; M22	1	Pyrotechnic mixture
rocket motors; M222 (DRAGON)	1	Small rocket motor containing 8 grams propellant
rocket; 2.75inch; M247	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
rocket; antitank; HE; 2.36inch; M6	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
rocket; barrage; HE; 4.5inch; MK3	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
rocket; barrage; practice; 4.5inch; MK3	0	Inert
rocket; HEAT; 3.5inch; M28 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
rocket; HEAT; 66mm; M72 series	3	High explosive, fragmentation producing or white phosphorus munitions that contain bursters which split open case (expel WP)
rocket; incendiary; TPA, 66mm; M74	3	Fuze, incendiary material (produces large fire ball when detonated)
rocket; practice; 2.36inch; M7	0	Inert
rocket; practice; 3.5inch; M29 series	0	Inert
rocket; practice; subcaliber; 35mm; M73	1	Contains primer and pyrotechnic mixture
rocket; smoke; 2.36inch; M10	2	Fuze, burster, white phosphorus
rocket; smoke; 3.5inch; M30	2	Fuze, burster, white phosphorus
signal; ground; rifle; parachute; M17 series	1	Propellant and pyrotechnic mixture
signal; illumination; aircraft; AN-M37 series	1	Pyrotechnic mixture
signal; illumination; AN-M38A2	1	Pyrotechnic mixture

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signal; illumination; AN-M39A2	1	Pyrotechnic mixture
signal; illumination; AN-M42A2	1	Pyrotechnic mixture
signal; illumination; AN-M43 series	1	Pyrotechnic mixture
signal; illumination; AN-M44 series	1	Pyrotechnic mixture
signal; illumination; AN-M54A2	1	Pyrotechnic mixture
signal; illumination; ground; green star cluster; M125A1	1	<b>NOTE Changed by JRE. Concurred by Clinton Huckins</b>
signal; illumination; ground; M131	2	Contains rocket motor
signal; illumination; ground; M158	2	Contains rocket motor
signal; illumination; ground; M159	2	Contains rocket motor
signal; illumination; ground; M20A1	1	Propellant and pyrotechnic mixture
signal; illumination; ground; M21A1	1	Propellant and pyrotechnic mixture
signal; illumination; ground; M52A1	1	Propellant and pyrotechnic mixture
signal; illumination; ground; parachute; rifle; M19 series	1	Propellant and pyrotechnic mixture
signal; illumination; ground; Slap flare; M125 series	2	Contains rocket motor, primer, pyrotechnic mixture
signal; illumination; ground; Slap flare; M126 series	2	Contains rocket motor, primer, pyrotechnic mixture
signal; illumination; ground; Slap flare; M127 series	2	Contains rocket motor, primer, pyrotechnic mixture
signal; illumination; M187	1	Contains primer and pyrotechnic mixture
signal; illumination; M188	1	Contains primer and pyrotechnic mixture
signal; illumination; M189	1	Contains primer and pyrotechnic mixture
signal; illumination; M190	1	Contains primer and pyrotechnic mixture
signal; illumination; M195	1	Contains rocket motor
signal; rifle; illumination; M17A1	1	Propellant and pyrotechnic mixture
signal; smoke and illumination; marine; AN-MK13,MOD 0	1	Pyrotechnic mixture
signal; smoke; ground; M128A1	2	Contains rocket motor
signal; smoke; ground; M129A1	2	Contains rocket motor
signal; smoke; ground; M168	1	Contains igniter and pyrotechnic mixture
signal; smoke; ground; M62	1	Propellant and pyrotechnic mixture
simulator; Blast; stinger; civilian, M15	2	Contains pyrotechnic mixture (similar to grenade simulator)
simulator; Detonation; explosive; M80	1	Contains pyrotechnic mixture
simulator; explosive booby trap; flash; M117	1	Contains pyrotechnic mixture
simulator; explosive booby trap; illumination; M118	1	Contains pyrotechnic mixture
simulator; explosive booby trap; whistling; M119	1	Contains pyrotechnic mixture
simulator; flash artillery; M110	1	Contains pyrotechnic mixture
simulator; Flash artillery; M21	1	Contains pyrotechnic mixture
simulator; grenade; hand; M116A1	2	Contains photoflash powder



- Acronyms -

<b>APERS</b>	Anti-Personnel
<b>AT</b>	Anti-Tank
<b>TP</b>	Target/Practice
<b>AP-T</b>	Armor Piercing-Tracer
<b>AN</b>	Army-Navy
<b>PD</b>	Point Detonating
<b>TSQ</b>	Time Super Quick
<b>MT</b>	Mechanical Time
<b>BD</b>	Base Detonating
<b>WP</b>	White Phosphorus
<b>HE</b>	High Explosives
<b>TPA</b>	Thickened Triethylaluminum
<b>HEI</b>	High Explosive Incendiary
<b>HEAT</b>	High Explosive Anti-Tank
<b>LE</b>	Low Explosive
<b>HEDP</b>	High Explosive Dual-Purpose
<b>AP</b>	Armor Piercing
<b>CS</b>	Orthochlorobenzylidene Malononitrile (Eye Irritant – Riot Control)
<b>HC</b>	Hexachlorethane (Suffocating Feeling – Riot Control)
<b>TP-T</b>	Target Practice Training

- Glossary -

<b>Projo/Projectile:</b>	Projectiles can range from approximately 1” to 16” in diameter, and from 2” to 4” in length. Projectile fuzes can be located in the nose or base. Projos in Category 0 Hazard Class contain no reactive components
<b>Fuze:</b>	A device with explosive components designed to initiate a train of fire or detonation in an item of ammunition by an action such as electrical energy, chemical action, impact, mechanical time, or a combination of these.
<b>Rocket:</b>	A rocket uses gas pressure from rapidly burning material (propellant) to transport a payload to a desired location. Rockets consist of a warhead section, a motor section, and a fuze. They are self-propelled projectiles.
<b>Grenade (Hand):</b>	Small explosive or chemical-type munitions that are designed to be thrown at short range. Classes include fragmentation, smoke, and illumination. All grenades have a body, a fuze with a pull ring and safety clip assembly, and a filler.
<b>Grenade (Rifle):</b>	Look like mortars, and range from 9” to 17” in length. They may be filled with HE, WP, Riot Control agent, illumination, or chemicals. Rifle grenades rely on impact fuzing, which is located on the nose, or internally behind the warhead.
<b>Mine:</b>	An explosive or other material, normally encased, designed to destroy, damage, or kill. It may be detonated by the action of its victim, by the passage of time, or by controlled means.
<b>Bomb:</b>	Range in weight from 1 to 3,000 pounds, and in length from 3 to 10 ft. Generally, all bombs have the same components: a metal container, a fuze, and a stabilizing device. The metal container (bomb body) holds the HE.
<b>Propellant:</b>	An energetic material that has a slower reaction than explosives, and produces lower pressure over a long period of time.
<b>Pyrotechnic:</b>	Uses exothermic chemical reaction that, generally speaking, are non-explosive, relatively slow, self-contained, and self-sustaining.

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<b>Activator:</b>	A non-metallic, HE booster, designed to adapt to a firing device in an AT mine.
<b>Base Coupler:</b>	A device by means of which a standard firing device may be attached to a blasting cap. Item threaded on one end to mate to standard firing device, and other end to mate to cap well of demo charge.
<b>Cap Blasting:</b>	Explosive initiator, consisting of a cylindrical capsule containing an initiating explosive. A blasting cap is initiated by a flame or electricity.
<b>Firing Device:</b>	A mechanism designed to detonate main explosive charge contained in demolition charges and mines. Designed to detonate a blasting cap or detonator.
<b>Igniter:</b>	A pyrotechnic and/or propellant device used to initiate the burning of a propellant.
<b>Smoke Pot:</b>	A cylindrical metal munition designed to produce smoke for screening and signaling purposes.
<b>Primer:</b>	A primary initiating device, which produces a hot flame. Used to initiate detonating compounds.
<b>Signal:</b>	A pyrotechnic designed to produce a signal by means of illumination, smoke, sound, or a combination of these effects.
<b>Subcaliber:</b>	Ammunition used with a gun or launching tube, used in training and practice firing, and is of a smaller caliber than the weapons used.
<b>Small Arms:</b>	Consist of cartridges and shells used in rifles, pistols, machine guns, and shotguns.
<b>Squib:</b>	A small pyrotechnic device, which produces heat (flash) to initiate pyrotechnic devices and rocket propellants. Usually electrically initiated.
<b>Simulator:</b>	A pyrotechnic device used in training, which simulates booby traps, ground burst, battle noise, airburst, and hand grenade.
<b>Charge Demolition:</b>	An explosive charge used to produce a blasting, shattering, or penetrating effect.
<b>Flare:</b>	A pyrotechnic item designed to produce a single source of intense light for target and/or airfield illumination
<b>Burster:</b>	TM 9-1300-200 describes "Buster Charge" as an auxiliary HE element used in certain types of chemical projectiles to rupture the projectile and disperse the chemical agent".
<b>Missile:</b>	Like a rocket, they consist of a fuze, warhead, and motor, and are guided to the target. Guidance includes: wire, radar, and laser.

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<b>Cutter Line:</b>	Explosively actuated cutting device, which cuts wire rope, rod, pipe, or like items, utilizing an explosive charge to actuate a cutting blade.
<b>Canister:</b>	In certain projectiles, the sub-assembly or inert container in which the payload is contained.
<b>Practice:</b>	Ammunition used for target practice or similar training. For guns and rockets, practice ammo contains a propelling charge and either an inert filler, or spotting charge to indicate function.
<b>Training:</b>	Ammunition used in training of marksmanship and personnel. Also used in instruction and drill. Items may be inert or contain explosives components.
<b>Incendiary:</b>	A highly exothermic composition that is primarily used to start fires.
<b>Energetic Material:</b>	Chemical compounds or mixtures of chemical compounds that are divided into three classes according to use: explosives, propellants, and pyrotechnics.
<b>Riot Control Agent:</b>	Chemical agent producing irritation to eyes, skin, and upper respiratory passage. Used in training and riot control.
<b>Ignition Charge:</b>	A sensitive explosive used to initiate combustion, to start the explosive train.
<b>Photo Flash:</b>	A pyrotechnic material, when loaded into a suitable casing, will produce a flash of significant intensity and duration.
<b>Primary Explosive:</b>	A sensitive explosive, which nearly always detonates by simple ignition from such means as spark, flame, impact, and other primary heat sources of appropriate magnitude.
<b>Secondary Explosives (Booster Charge):</b>	An explosive in which the detonation is initiated by the detonation impact or a primary explosive.
<b>Target/Practice (TP):</b>	TM 9-1300-200, for artillery ammunition says "TP ammunition is used for training in firing the weapon. In most instances, TP ammunition simulates a service round in weight, configuration and ballistic properties. It is used because it is less expensive and less hazardous. While the propelling charge is live, the projectile may be inert, or have a small quantity of explosive filler, such as black powder, to serve as a spotting charge".