



**Splash Colors** – In group actions, when more than one ship is firing on the same target, it is difficult to determine which shell splashes are from which ship. This is important to know in order for each ship to be able to adjust its fire onto the target. The solution was "**Splash Colors**," first used by the USN during Force Battle Practice in 1930 and in use by most navies during World War II.

The void space between the armor piercing cap and the windshield for AP projectiles was filled with a colored dye by the shell manufacturer. The dye is seen when the shell impacts in the sea and colors the resulting splash – hence the name.

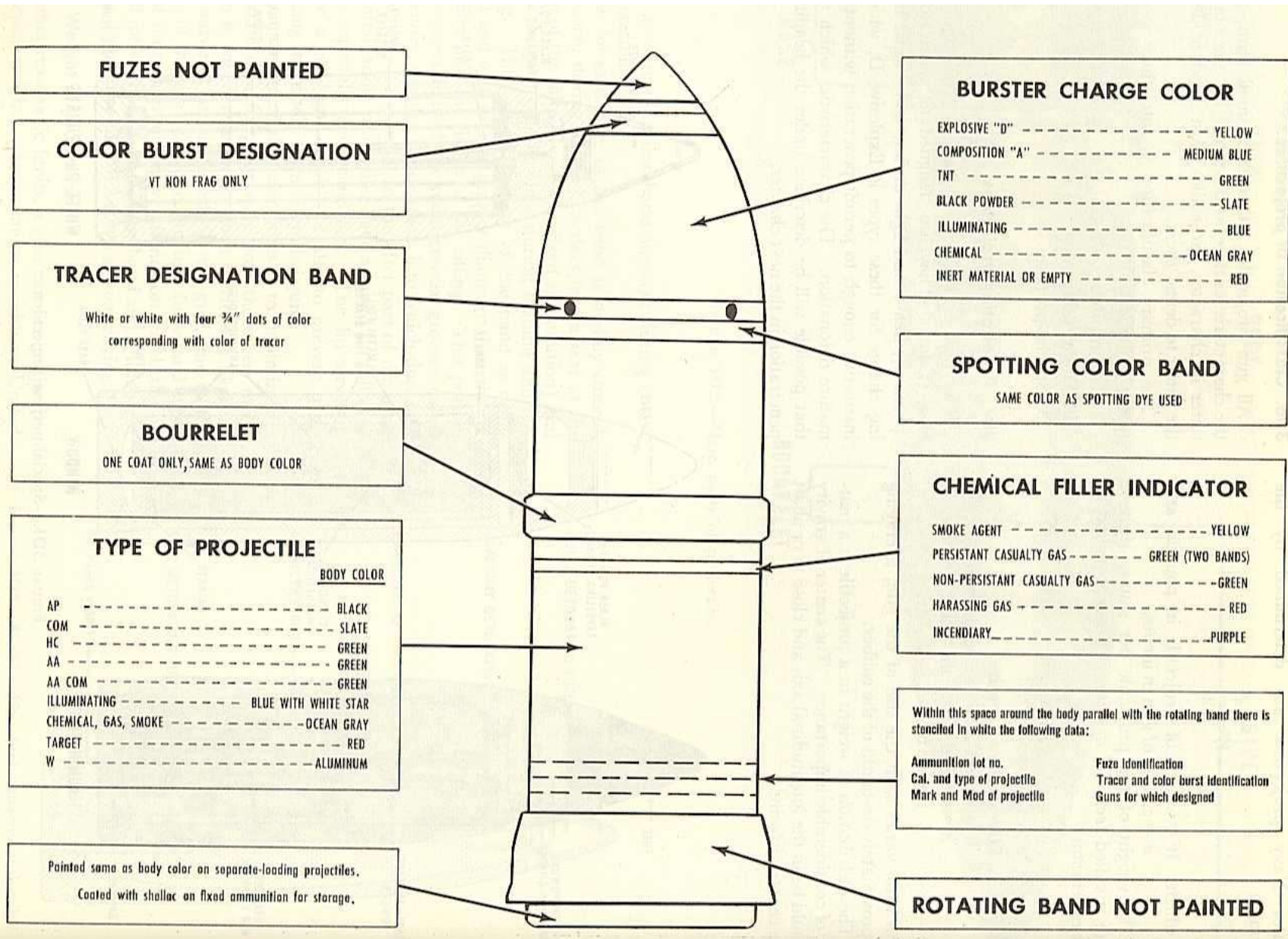
By using different colors, each ship could distinguish between their shells and those fired by other warships.

In the USN the dye was a dry powder which was packaged in paper bags.

Interestingly the USN used this dye to compensate for minor weight variations that crept in during the projectile manufacturing process. For example, the 16 inch (40.64 cm) Mark 8 AP had a nominal 1.5 lbs. (0.68 kg) dye bag, but this was allowed to be as large as 3.0 lbs. (1.36 kg) in order to bring underweight projectiles up to the standard weight of 2,700 lbs. (1,225 kg).

Usually, a particular color was assigned to each ship. For example, the colors used by the USS Iowa (BB-61) class battleships were as follows:

USS Iowa –	<b>Orange</b>
USS New Jersey –	<b>Blue</b>
USS Missouri –	<b>Red</b>
USS Wisconsin –	<b>Green</b>



Source: [http://www.aosurplus.com/Ammunition\\_fuze\\_Projectiles\\_Ordnance\\_WWII\\_Ammo\\_military.htm](http://www.aosurplus.com/Ammunition_fuze_Projectiles_Ordnance_WWII_Ammo_military.htm)