

## AVIATION PRESENT WEATHER

QUALIFIER		WEATHER PHENOMENA		
Intensity / or Proximity	Descriptor	Precipitation	Obscuration	Other
1	2	3	4	5
- Light	<b>MI</b> Shallow	<b>DZ</b> Drizzle - + <b>FZ</b>	<b>BR</b> Mist ≥ 1000 m ≤ 5000 m consists of water droplets (wet)	<b>PO</b> Dust/sand whirls (dust devils) + <b>VC</b>
Moderate (no qualifier)	<b>BC</b> Patches	<b>RA</b> Rain - + <b>FZ</b> <b>SH TS</b>	<b>FG</b> Fog * <b>VC</b> <b>MI BC PR</b> consists of water droplets (wet)	<b>SQ</b> Squall **
+ Heavy	<b>PR</b> Partial	<b>SN</b> Snow - + <b>BL</b> <b>SH TS</b>	<b>FU</b> Smoke ≤ 5000 m	<b>FC</b> Funnel cloud (tornado or waterspout) + <b>VC</b>
<b>VC</b> In the vicinity 8-16 km	<b>DR</b> Low drifting < 2m agl	<b>SG</b> Snow grains - +	<b>VA</b> Volcanic ash	<b>SS</b> Sandstorm - + <b>VC</b>
	<b>BL</b> Blowing - + > 2m agl <b>VC</b>	<b>IC</b> Ice crystals (diamond dust) - +	<b>DU</b> Widespread dust ≤ 5000 m <b>DR BL</b>	<b>DS</b> Duststorm - + <b>VC</b>
	<b>SH</b> Showers <b>VC</b>	<b>PE</b> Ice Pellets - +	<b>SA</b> Sand ≤ 5000 m <b>DR BL</b>	
	<b>TS</b> Thunderstorm <b>VC</b>	<b>GR</b> Hail - + ≥ 5mm <b>SH TS</b>	<b>HZ</b> Haze ≤ 5000 m consists of lithometeors (dry)	
	<b>FZ</b> Freezing (Supercooled)	<b>GS</b> Small hail or snow pellets - + ≥ 5mm <b>SH TS</b>		

** <b>SQ</b>	<ul style="list-style-type: none"> <li>a sudden increase in wind speed</li> <li>of at least 16 knots</li> </ul>	<ul style="list-style-type: none"> <li>rising to at least ≥ 22 knots</li> <li>lasting for at least one minute.</li> </ul>
* <b>FG</b>	Without descriptors, the visibility < 1000m	
	With descriptors, the visibility in the fog patch < 1000m, with the vertical extension ≥ 2 m agl	