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I. ASSAULT PACKS AND RUCKS SETUP

- Assault packs and rucksacks will have their names taped on the handle.
- All loose straps will be rolled and taped so they don’t hang/dangle.

II. LBV SETUP

1. LAB SETUP
   - First Aid Pouch
   - Right Grenade Pouch w/Compass
   - Left Grenade Pouch w/Headlamp & Whistle
   - Right Canteen
   - Right Magazine Pouch
   - Left Magazine Pouch w/Camo Stick
   - Left Canteen w/Canteen (metal) Cup

2. FTX SETUP
   - The LBV Setup for FTX may differ from the Lab Setup.
   - Changes will be made on a case by case basis
III. PACKING LISTS

A. Lab Packing List

1. CARRIED OR WORN
   - ACU’s (complete uniform)
     - VS-17 Panel (Signaling) (RT cargo pocket)
     - Laminated Range Card, Combat reference card, IED/UXO Card & 9-Line Card (LF cargo pocket)
   - ID Tags
   - Helmet, Kevlar/ACH
   - LBV
     - Pouch, Magazine Carrier (2)
     - Pouch, Canteen (2)
     - Canteen (2) filled
     - Cup, Canteen (1)(LF canteen pouch)
     - First-aid case w/dressing (1)(RT/FRT of LBV)
     - Pouch, Grenade (2)
     - Lensatic Compass (RT grenade pouch)
     - Camo Stick/Compact (LF ammo pouch)
     - Flashlight/Head Lamp w/red lens (extra batteries and in LF grenade pouch)
     - Whistle, Signaling
   - Notebook
   - Pen/Pencil (Fine-tipped permanent marker also recommended)
   - Protractor
   - Knee and Elbow Pads
   - Gloves, military
   - Eye Protection
   - Watch

2. ASSAULT PACK
   - Tan T-shirt
   - 1 pr. Socks
   - Poly Pro Top & Bottom (OR alternate warm layers)
   - Terrain Model Kit (MS III’s)
   - Patrol Cap

B. FTX Packing List

1. CARRIED OR WORN
   - ACU’s (complete uniform) (Boots broken-in)
     - VS-17 Panel (Signaling) (RT cargo pocket)
     - Laminated Range Card, Combat reference card, IED/UXO Card & 9-Line Card (LF cargo pocket)
   - ID Tags
   - Helmet, Kevlar/ACH
   - M16 Rubber Duck/Paintball Gun(if issued)
   - LBV
     - Pouch, Magazine Carrier (2)
     - Pouch, Canteen (2)
     - Canteen (2) filled
     - Cup, Canteen (1)(LF canteen pouch)
     - First-aid case w/dressing (1)(RT/FRT of LBV)
     - Pouch, Grenade (2)
     - Camo Stick/Compact (LF ammo pouch)
     - Lensatic Compass (RT grenade pouch)
     - Flashlight/Head Lamp w/red lens(extra batteries)
     - Whistle, Signaling
     - TACSOP (inside pocket of LBV)
     - Notebook w/Pen & Pencil (LF cargo pocket)
     - Map & Protractor (RT cargo pocket)
     - Knee and Elbow Pads
     - Gloves, military
     - Eye Protection
     - Watch
     - Speed Beads (AAI, Not Required)

- Any additional cold weather gear
- Wet Weather Top OR Gore-Tex Jacket
- Wet Weather Bottom OR Gore-Tex Pants
2. ASSAULT PACK
   ○ Bag, Waterproof
     i. ACU Top & Bottom
     ii. Socks (2pr minimum)
     iii. T-Shirt, Tan (1 minimum)
   ○ Parka, Gore-Tex
   ○ Poncho
   ○ 2 x MREs
3. RUCKSACK
   ○ Bag, Waterproof (1) (place items “i” through “vi” inside)
     i. ACU Top & Bottom
     ii. T-Shirts, Tan (2)
     iii. Underwear (3, optional)
     iv. Socks (2 pr)
     v. Poly Pro Top & Bottom (OR alternate warm layers)
   vi. Personal Hygiene Kit (Males will include razors)
   ○ Parka, W/W
   ○ Terrain Model Kit (inside center pocket)
   ○ Carrier, Hydration w/bladder (attached to ruck/worn)
   ○ Pad, Sleeping (secured on top of ruck)
   ○ MOLLE, Sleep System includes: Sack, Stuff(Black), Cover, Bivy(Gore-Tex), Bag, Patrol Sleeping(Green)
   ○ Reflective Belt (secured around outside of ruck, METT-TC)
   ○ PT Cap (AAI, Not Required)
   ○ Washcloth
   ○ Baby Wipes (AAI, Not Required)
   ○ Boots, Combat Desert (this is an “extra” pair)
   ○ 1 x MRE

4. CAMOUFLAGE

IV. CAMOUFLAGE

A. When to use it?
   1. Camo must be done by the time you set foot on the ground at lab.
   2. Camo is mandatory for Ambush, Recon, and Raid (other times will be left up to PSG/PL)

B. How to use it?

B) MOVEMENT

I. INDIVIDUAL MOVEMENT TECHNIQUES (IMTS)

Your leaders base their selection of a particular movement technique by traveling, traveling overwatch, or bounding overwatch on the likelihood of enemy contact and the requirement for speed. However, your unit’s ability to move depends on your movement skills and those of your fellow Soldiers. Use the following techniques to avoid being seen or heard:

* Stop, look, listen, and smell (SLLS) before moving. Look for your next position before leaving a position.
* Look for covered and concealed routes on which to move.
* Change direction slightly from time to time when moving through tall grass.
* Stop, look, and listen when birds or animals are alarmed (the enemy may be nearby).
• Smell for odors such as petroleum, smoke, and food; they are additional signs of the enemy's presence.
• Cross roads and trails at places that have the most cover and concealment (large culverts, low spots, curves, or bridges).
• Avoid steep slopes and places with loose dirt or stones.
• Avoid cleared, open areas and tops of hills and ridges. Walking at the top of a hill or ridge will skyline you against the sun or moon, enabling the enemy to see you.

Individual Movement Techniques

In addition to walking, you may move in one of three other methods known as individual movement techniques (IMT) — low crawl, high crawl, or rush.

LOW CRAWL

The low crawl gives you the lowest silhouette. Use it to cross-places where the cover and/or concealment are very low and enemy fire or observation prevents you from getting up. Keep your body flat against the ground. With your firing hand, grasp your weapon sling at the upper sling swivel. Let the front hand guard rest on your forearm (keeping the muzzle off the ground), and let the weapon butt drag on the ground. To move, push your arms forward and pull your firing side leg forward. Then pull with your arms and push with your leg. Continue this throughout the move (Figure 7-1).

HIGH CRAWL

The high crawl lets you move faster than the low crawl and still gives you a low silhouette. Use this crawl when there is good cover and concealment but enemy fire prevents you from getting up. Keep your body off the ground and resting on your forearms and lower legs. Cradle your weapon in your arms and keep its muzzle off the ground. To move, alternately advance your right elbow and left knee, then your left elbow and right knee (Figure 7-1).

RUSH

The rush is the fastest way to move from one position to another (Figure 7-2). Each rush should last from 3 to 5 seconds. Rushes are kept short to prevent enemy machine gunners or riflemen from tracking you. However, do not stop and hit the ground in the open just, because 5 seconds have passed. Always try to hit the ground behind some cover. Before moving, pick out your next covered and concealed position and the best route to it. Make your move from the prone position as follows:

• Slowly raise your head and pick your next position and the route to it.
• Slowly lower your head.
  • Draw your arms into your body (keeping your elbows in).
  • Pull your right leg forward.
• Raise your body by straightening your arms.
• Get up quickly.
• Rush to the next position.

![Figure 7-2. Rush.](image)

**MOVEMENT WITH STEALTH**

Moving with stealth means moving quietly, slowly, and carefully. This requires great patience. To move with stealth, use the following techniques:

- Ensure your footing is sure and solid by keeping your body's weight on the foot on the ground while stepping.
- Raise the moving leg high to clear brush or grass.
- Gently let the moving foot down toe first, with your body's weight on the rear leg.
- Lower the heel of the moving foot after the toe is in a solid place.
- Shift your body's weight and balance the forward foot before moving the rear foot.
- Take short steps to help maintain balance.

At night, and when moving through dense vegetation, avoid making noise. Hold your weapon with one hand, and keep the other hand forward, feeling for obstructions. When going into a prone position, use the following techniques:

- Hold your rifle with one hand and crouch slowly.
- Feel for the ground with your free hand to make sure it is clear of mines, tripwires, and other hazards.
- Lower your knees, one at a time, until your body's weight is on both knees and your free hand.
- Shift your weight to your free hand and opposite knee.
- Raise your free leg up and back, and lower it gently to that side.
- Move the other leg into position the same way.
- Roll quietly into a prone position.

Use the following techniques when crawling:

- Crawl on your hands and knees.
- Hold your rifle in your firing hand.
- Use your nonfiring hand to feel for and make clear spots for your hands and knees.
- Move your hands and knees to those spots, and put them down softly.

**II. ELEMENT MOVEMENT TECHNIQUES**

1. MOVEMENT

a. FORMATION - Leaders choose the formation based on their analysis of METT-TC and likelihood of enemy contact.

(1) Fire team formations - All Soldiers in the team must be able to see their leader.

   (a) Wedge - This is the basic fire team formation; it will be used unless modified because of terrain, dense vegetation, terrain or mission.
   (b) File - Used in close terrain, dense vegetation, limited visibility.

(2) Squad formations - Squad formations describe the relationships between fire teams in the squad.

   (a) Column –

   1. The squad column is the squad's most common formation.
   2. It provides good dispersion laterally and in depth without sacrificing control, and facilitates maneuver.
   3. The lead fire team is the base fire team.
4. When the squad moves independently or as the rear element of the platoon, the rifleman in the trail fire team provides rear security.

(b) Line –

1. The squad line provides maximum firepower to the front.
2. When a squad is acting as the base squad, the fire team on the right is the base fire team.

(c) File –

1. When not traveling in a column or line, squads travel in file.
2. The squad file has the same characteristics as the fire team file.
3. If the squad leader desires to increase his control over the formation, exert greater morale presence by leading from the front, and be immediately available to make key decisions, he will move forward to the first or second position.

(3) Platoon formations - METT-TC will determine where crew-served weapons move in the formation. They normally move with the platoon leader so he can quickly establish a base of fire.

(a) Column - Primary platoon formation, used unless METT-TC dictates otherwise.
(b) Platoon line, squads on line - Used when the platoon leader wants all soldiers on line for maximum firepower forward. Used when the enemy situation is known.
(c) Platoon line, squads in column - Used when the platoon leader does not want everyone forward, but wants to be prepared for contact such as near the objective.
(d) Platoon Vee - Used when enemy situation is vague, but contact is expected to the front.
(e) Platoon wedge - Used when enemy situation is vague and contact is not expected.
(f) Platoon file - Used when visibility is poor due to terrain or light.

b. MOVEMENT TECHNIQUES - Leaders choose a movement technique based on their mission analysis of METT-TC and likelihood of enemy contact.

(1) Traveling - Used when contact is not likely and speed is important.
(2) Traveling Overwatch - Used when contact is possible but speed is important.
(3) Bounding Overwatch - Used when contact is likely or imminent and speed is not important.

c. FOOT MARCHES - When moving along a road in a relatively secure area, the platoon will move with one file on each side of the road. Fire teams are not split up. There will be 3 to 5 meters between soldiers and 25 to 50 meters between platoons.

(1) The normal rate of marching for an 8-hour march is 4 mph. The interval and rate of marching depends on the length of the march, time allowed, likelihood of enemy contact, terrain and weather, condition of the soldiers, and the weight of the soldiers' load.
(2) A 15-minute rest will be conducted at the end of the first 45 minutes of a road march. During this halt, the PLT Medic and squad leaders will check the Soldiers' feet and report the physical condition of the Soldiers to the platoon leader and platoon sergeant. Thereafter, a 10-minute rest is conducted every 50 minutes.

III. HAND & ARM SIGNALS

ENEMY IN SIGHT

WEDGE

INCREASE SPEED
SLOW DOWN
HEADCOUNT
CHECK MAP
TAKE COVER
IV. LINEAR DANGER AREAS

LDA: The TL/POINTMAN identifies the LDA:
1. FORCE
2. SCROLL
3. OVERWATCH

1. If LDA is 1-3 steps across - Take by force

   -To Take an LDA by force the squad will take a quick halt and announce the LDA. The squad leader will then come up and get eyes on the LDA, and decide to take it by force. The squad will pick up and continue moving across the LDA making sure to maintain 360-degree security.

2. If LDA is 5-7 steps across - Scroll the road.

   -When the order to scroll the road is given Man #1 in the formation comes up to the road & takes a knee keeping his weapon oriented down the road. Man #2 will kneel beside him & tap him on the shoulder as an indication he now has the road covered. Man #1 crosses the road and takes a knee directing his fire the opposite direction up the road as Man #2. This continues until everyone is across.

3. If LDA is anything larger - Establish overwatch.

   -When the decision to set up an overwatch is made in a squad sized element, the rear (bravo) team will move up to the LDA making sure to have security down both sides of the LDA and to the front and rear. The front (Alpha) team will then moves across the LDA and perform a security halt. The rear team will then pick up and move across the LDA (making sure to maintain security) and link up with the front team.

   -When performing an overwatch in a platoon-sized element, the Front (1st) squad will establish security. The rest of the element will then move through the LDA. After the element has moved through, 1st squad will pick up and move through the LDA. 2nd squad will become the new lead squad and 1st squad will now be in the back of the formation.

   -Lead element will establish overwatch, rear element moves through and establishes security on far side of LDA. Former lead element moves through. Rear element becomes front and mission continues.

4. If LDA is within 150 meters of OBJ, overwatch will be default technique even if LDA is larger than 1-2 steps.

G) BATTLE DRILLS & OPERATIONS

BATTLE DRILLS

1. SQD/PLT ATTACK (per SH 21-76 (Ranger Handbook) A-11)
1. **REACT TO CONTACT** (per SH 21-76 (Ranger Handbook) 8-1, A-2)

![REACT TO CONTACT Diagram]

2. **BREAK CONTACT** (as per SH 21-76 (Ranger Handbook) 8-6)

**BREAK CONTACT (07-3-D9505)**

**CONDITIONS (CUE) (Dismounted/Mounted)**—The unit is stationary or moving, conducting operations. All or part of the unit is receiving enemy direct fire. The unit leader initiates drill by giving the order BREAK CONTACT.

**STANDARDS (Dismounted/Mounted)**—The unit returns fire. A leader identifies the enemy as a superior force, and makes the decision to break contact. The unit breaks contact using fire and movement. The unit continues to move until the enemy cannot observe or place effective fire on them. The unit leader reports the contact to higher headquarters.

3. **PERFORMANCE MEASURES**

1. **Dismounted (Figure 8-4)**
   a. The unit leader designates an element to suppress the enemy with direct fire as the base of fire element.
   b. The unit leader orders distance, direction, a terrain feature, or last rally point for the movement of the first element.
   c. The unit leader calls for and adjusts indirect fire to suppress the enemy positions.
   d. The base of fire element continues to suppress the enemy.

   ![Dismounted Figure 8-4]

   e. The bounding squad/team uses the terrain and/or smoke to conceal its movement, and bounds to an overwatch position.
   f. The bounding element occupies their overwatch position and suppresses the enemy with "well aimed fire" (Figure 8-5).
4. REACT TO NEAR/FAR AMBUSH (as per SH 21-76 (Ranger Handbook) 8-9 - 8-12, 11-6 - 11-7, A-3 - A-4)

OPERATIONS

I. RAIDS (as per SH 21-76 (Ranger Handbook) 7-15 - 7-19)
II. RECON

III. AMBUSH (per SH 21-76 (Ranger Handbook) 7-14, 7-16, A-16, A-17)

D) FIRE SUPPORT

1. TARGETING:

   During mission planning, the platoon leader makes adjustments to the company's indirect fire support plan. Possible targets include:

   a. Known or suspected enemy locations not targeted by higher.
   b. Dead space not covered by organic weapons.
   c. Gaps between adjacent units not targeted by higher.
   d. Likely mounted and dismounted avenues of approach and withdrawal.
   e. Key terrain or obstacles not targeted by higher.
2. FIRE SUPPORT IN THE OFFENSE TARGETS:
   a. In front of and on the objective to support the platoon's approach, deployment, and assault during the attack.
   b. Beyond the objective to support the platoon's consolidation and reorganization after the attack.
   c. All known or suspected enemy positions.
   d. Likely enemy withdrawal and counterattack routes.
   e. Key terrain features throughout the platoon area of operations.
   f. Smoke is planned to obscure the platoon's movement through or across danger areas.

d. Likely enemy withdrawal and counterattack routes.

3. FIRE SUPPORT IN THE DEFENSE TARGETS:
   a. All known or suspected enemy positions.
   b. Along likely enemy avenues of approach.
   c. In front of, on top of, and behind the platoon battle position.
   d. An FPF is planned along the enemy's most dangerous avenue of approach.
   e. Smoke is planned to screen the platoon’s withdrawal to alternate or supplementary positions.
   f. Illumination is planned BEHIND THE ENEMY. This exposes the enemy without exposing the platoon.

4. INDIRECT FIRE CONTROL
   a. Before the start of any operation, the platoon leader ensures the FO knows the following:
      (1) Target locations and descriptions.
      (2) The effects required or purpose of the target.
      (3) The priority of targets.
      (4) Target engagement criteria.
      (5) The method of engagement and control for the target.
      (6) The location of all TRPs, trigger lines, and any other fire control measure used by the platoon leader.

5. CALL FOR FIRE.
   A call for fire is a message prepared by an observer. It has all the information needed to deliver indirect fires on the target. Any soldier in the platoon can request indirect fire support by use of the call for fire. Calls for fire must include:
   a. Observer identification and warning order: adjust fire, fire for effect, suppress, immediate suppression (target identification).
   b. Target location methods: grid, polar, shift from a known point.
   c. Target description. A brief description of the target using the acronym SNAP is given: Size/shape, Nature/nomenclature, Activity, and Protective/posture

E) ACTIONS AT SECURITY HALTS

During halts, security is posted and all approaches into the platoon's area are covered by key weapons. The platoon sergeant moves forward through the platoon, checking security as he goes, and meets the platoon leader to determine the reason for the halt.
   b. During halts of 30 seconds or less, the Soldiers drop to one knee and cover their assigned sectors.
   c. During halts longer than 30 seconds, a cigar-shaped perimeter is formed, and the Soldiers assume the prone position.

PLT: SECURITY HALTS
   a. AA: Security halt upon AA allows for PLT coordination and squad supervision. Assessment of equipment and proper order of command to insure readiness before movement to ORP.
   b. ORP: Security halt upon ORP allows for setup of special movements and security measures. Leaders reconnaissance may be used from the ORP after security halt is made. 360 degree security must always be maintained.
   c. PATROL BASE: Patrol Base Security Halt made for long term setup of security positioning. Rations and food supply may also be addressed while halted at the Patrol Base.

SQUAD: SECURITY HALTS
   d. AA: Security halt is made for initial planning of mission and for team leaders to pass information down from SL. Special teams are chosen and equipment is checked.
   e. ORP: ORP security allows for security within certain distance of OBJ. Further planning is made and special movement usually takes place from security halt upon entering ORP.
F) ACTIONS UPON CONTACT
IDENTIFY THE FOLLOWING:

a. Distance, Direction, Description
b. Type of fight (SQD/PLT)
c. Casualties
d. Recommendation (flank, break contact, frontal assault)

G) ACTIONS AT ASSEMBLY AREA (AA)

I. PLANNING

TROOP LEADING PROCEDURES (TLP):

STEP 1–RECEIVE THE MISSION
STEP 2–ISSUE A WARNING ORDER
STEP 3–MAKE A TENTATIVE PLAN
STEP 4–START NECESSARY MOVEMENT
STEP 5–RECONNOITER
STEP 6–COMPLETE THE PLAN
STEP 7–ISSUE THE COMPLETE ORDER
STEP 8–SUPERVISE AND REFINE

II. MAP RECON

PURPOSE:

- During planning, a tentative ORP is selected based on a map reconnaissance or, if possible, a physical reconnaissance.
- The importance of a thorough map reconnaissance to evaluate the terrain. This allows the leader to confirm his tentative plan, basing his decision on the terrain's effect on his mission.
- The leader conducts a map reconnaissance to determine key terrain, obstacles, cover and concealment, and likely avenues of approach. And to determine the quickest route to the objective; this is not always a straight route.
- During the map reconnaissance, the Patrol leader determines a primary and alternate route to and from the objectives. He determines any obvious danger areas and, if possible, adjusts his route.
- The lead element must orient its movement on the objective by conducting a map reconnaissance, determining the location of the objective on both the map and the ground, and selecting the route to be taken.

III. ACTIONS UPON ARRIVAL

SQUAD LEADER/PLATOON LEADER (depending on mission)

- Gives 12 O’clock direction as soon as assigned. Leaves establishment of security to Team Leaders.
  - Alpha Team pulls security 12 to 6 by way of 3
  - Bravo Team pulls security 12 to 6 by way of 9 in AA and any other security halt.
- For Platoon ops:
  - 1st squad takes 12-6 by way of 3, with Alpha taking 12-3 and Bravo taking 3-6.
  - 2nd squad follows the same pattern on the 12-6 by way of 9 half of the AA.
- Rehearsals are conducted on scale closest to mission available. NO STEP DRILL. Focus on actions on OBJ.
- If no 3rd party security is available, three members are left in triangle shaped security while the OPORD is delivered and while rehearsals are being completed.
- Their team leader will brief them on the mission before rehearsals.
Standard succession of command: Squad Leader, Alpha Team Leader, Bravo Team Leader, MS3’s, MS2’s, and then MS1’s.

TEAM LEADER

- Sets up security with his team and establishes their sectors of fires with magnetic directions to ensure intersecting fields of fire.
- Gathers range cards after completion by team members.
- Covers Soldier’s field of fire while he/she camos up for mission and ensures equipment is ready.
- Conducts PCC’s of equipment at regular intervals.

IV. REHEARSALS

- Rehearsals include the practice of having squad leaders brief their planned actions in execution sequence to the platoon leader.
- The leader should conduct rehearsals on terrain that resembles the actual ground and in similar light conditions, i.e. movement to OBJ and Actions on OBJ.
- Rehearsals are conducted on scale closest to mission available.
- NO STEP DRILL.
- Focus on actions on OBJ.

H) ACTIONS AT OBJECTIVE RALLY POINT (ORP)

I. OCCUPYING ORP

(a) OCCUPATION OF ORP by a SQUAD

In planning the occupation of an ORP, the squad leader considers the following sequence:

- Halt beyond sight, sound, and small-arms weapons range of the tentative ORP (200 to 400 meters in good visibility; 100 to 200 meters in limited visibility).
- Position security.
- Move forward with a compass man and one member of each fire team to confirm the location of the ORP and determine its suitability.
- Issue a five-point contingency plan before departure.

(b) OCCUPATION OF ORP by a PLATOON

- The platoon leader should consider the same sequence in planning the occupation of an ORP. He brings a soldier from each squad on his reconnaissance of the ORP and positions them at the 10, 2, and 6 o’clock positions.
- The first squad in the order of march establishes the base leg (10 to 2 o’clock). The trailing squads occupy from 2 to 6 o’clock and 6 to 10 o’clock, respectively.

II. PREPARATION MADE AT ORP

1. Claymore prep
2. TLPs (leader’s recon, finalize the plan, refining plan)

- Leaders Recon of the Objective.
- Issuing a FRAGO, if needed.
- Making final preparations before continuing operations, for example, recamouflaging, preparing demolitions, lining up rucksacks for quick recovery. Preparing EPW bindings, first aid kits, litters, and inspecting weapons.

If you return to the ORP after completing Actions On Objective:

- Accounting for Soldiers and equipment after actions at the objective are complete.
- Reestablishing the chain of command after actions at the objective are complete.
- Disseminating information from reconnaissance, if contact was not made.
III. SQUAD/PLATOON COLUMN FOR ASSAULT PACK

2. Squad columns for assault packs in ORP

2. PLT columns for assault packs in ORP

IV. ELEMENT FOR SECURITY

2 Squad security in Patrol Base or ORP (Can also be used for AA)

V. 5 POINT CONTINGENCY PLAN

(G) - Do Leader’s Recon in Grid ______ ORP/ OBJ

(O) - PL, FO, RTO, SLs, S&O, L/R Security

(T) - Time of my return

(W) - What to do if I don't return – Radio call PL, Link up with me in the ORP/RP or Call Higher for further guidance

(A) - Actions to take if I'm hit or Actions to take if you're hit – PSG take over, continue mission or return fire, break contact if enemy is more than a squad, PSG Control Situation and call PL for SITREP.
I) ACTIONS AT OBJECTIVE (OBJ)

I. CLAYMORE PLACEMENT

a. Claymores will be placed in front of trees at least as thick as the claymores themselves. A large rock and large mound of dirt are also acceptable.

b. Claymores and initiating wire will be camouflaged from sight.

c. Initiating wire will be back laid prior to arrival at training area.

II. SHIFT & LIFT FIRE-WHISTLE BRLSTS

a. Assaulting element leader will blow their whistle once for shift fire, SBF element leader will copy with one whistle blast for shift fire bingo.

b. Members of the assaulting element will shout “shift fire”, Members of the SBF element will respond with “shift fire bingo”
c. Assaulting element leader will blow their whistle twice for lift fire, SBF element leader will respond with two whistle blasts for lift fire bingo.

d. Members of the assaulting element will shout “lift fire”, Members of the SBF element will respond with “lift fire bingo”

III. EPW/Searches

- EPW teams will be designated during the tasks to subordinate units.
- Primary and Secondary EPW teams need to be named (at least one female should be named in one of those teams to search female EPW).
- EPW searches will be performed on the objective (UNLESS during ambush).
- Every EPW search is performed by at least two Soldiers. The first should search the crowd while the second stands guard.

Directions:

1. Until the EPW is determined to be dead, one Soldier should first check with a swift knee to the groin as the second stands at a safe distance from the direction of the head of the EPW with weapon covering. If cover is available, it should be used.
2. Searching Soldier will grip the “crow” and roll as backup covers to announce if there is a grenade or other hazard, or if the situation is “clear.” If a danger is present, the searching Soldier will push the crow onto it and roll away.
3. If cleared, the searching Soldier will have a hands-on check from left to right, head to toe. Check all areas and creases (including hats, collars and all pockets) and remove the items. Backup should be taking notes to list all items as they are collected.
4. Provide SL/PSG with information from EPW searches to be relayed for PIR.

J) PATROL BASE

PATROL BASE is a temporary base of operations that is for resupply, reconsolidation, and sleep. Never occupied for more than 24 hours. It is a position set up when a squad or platoon conducting a patrol halts for an extended period. Patrol bases should be occupied no longer than 24 hours, except in an emergency.

The platoon or squad never uses the same patrol base twice. Platoons and squads use patrol bases:

a. To stop all movement to avoid detection.

b. To hide during a long, detailed reconnaissance of an objective area.

c. To eat, clean weapons and equipment, and rest.

d. To plan and issue orders.

e. To reorganize after infiltrating an enemy area.

f. To have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.

I. SETUP

Site is chosen during map recon prior to LD. Site must be defendable, facilitate mission completion, and be off any major avenues of approach. Patrol bases should be in places that no one else would want to be in. Before entering patrol base, establish an ORP and send in a team to recon the proposed base. If the site is satisfactory, then occupy the patrol base. The patrol should perform a “dog-leg” (left/right turn) prior to entering the patrol base to defend against possible enemy pursuit. The element forms a file and enters the patrol base, proceeding counter-clockwise around the perimeter of patrol base with the first Soldier coming back the point of entry. PL sets up headquarters in the center of the patrol base, PSG sets the guns on the 12, 8 and 4 o’clock positions and fills in the rest of security working with the squad leaders. Security is set up in battle buddy teams.

II. ACTIONS AT PATROL BASE

Priorities of work

- Post 360 degree security
- Establish Company R and S operation
- Position machine guns and sectors of fire
- Position other assets (CP/HQ mortars)
- Designate FPLs and FPFs
- Prepare range cards and sector sketches
○ Improve/prepare fighting positions
○ Emplace obstacles and mines
○ Mark TRPs and direct fire control measures
○ Establish rest and chow plan
○ Reconnoiter movements
○ Continue to improve positions

Sector sketches are completed by the battle buddy teams. After sector sketches are completed, security is fully established, and resupply (water ammo) is completed, ½ of the patrol base will eat and perform hygiene work. After the first half is done, they switch and the other half eats and performs hygiene. For sleeping plans it depends on the possibility of contact. If contact is unlikely, there will be 2 man fire watch teams patrolling the base on 30 min rotations throughout the entire night. If contact is likely, then there should be three two man teams patrolling on 30 min rotations.

III. EXITING PATROL BASE

All items are policed up. Nothing is left in the patrol base. Guns maintain security until unit is ready to leave. Unit forms up and exfils from to patrol base to complete mission. Patrol bases are never occupied more than once.

K) ACRONYMS INDEX

1SG  First Sergeant
5-C’s  Confirm, Clear, Call, Cordon, Control (reactions to contact with an IED)
5-W’s  Who, What, Where, When, Why?
5-S’s  Search, Silence, Segregate, Safeguard, Speed to rear
       (rules for handling prisoners)
AA   Assembly Area
AAR  after-action review
ABCDE method of identification and response to life-threatening conditions
       (Airway, Breathing, Circulation, Disability, Exposure)
ACE ammunition, casualties, and equipment (mission essential)
ACL allowable combat load
ACU Army Combat Uniform
ADA air defense artillery
AG  assistant gunner
ALT alternate
ANCD automated net-control device (jamming device anti-IED/commo)
AO   area of operations
AOO actions on the objective
AR  automatic rifleman
ATL Alpha team leader
ATM Alpha Team
binos Binoculars
BN  battalion
BTL Bravo team leader
BTM Bravo Team
C2  command and control
CAS close air support
CASEVAC casualty evacuation
CCIR commander’s critical information requirements
CCP casualty collection point
CDR commander
CLS combat lifesaver
CO  company
COA course of action
COMSEC communications security
CP  command post
CPR cardiopulmonary resuscitation
CQC close quarters combat
The Range Card on the previous page is filled out by each Soldier pulling security:

- The dot in the field is you.
- All cover, concealment, and obstacles in front of you should be drawn as close to scale as possible.
- Dead-space is annotated by shading the obscured area.
- Remember, this is a Birds-Eye-View of the ground in your sector of fire.
- Mark your left and right limits.
- Ensure all roads and open areas are depicted.
- In the Top/Right corner write the azimuth in the center of your sector of fire.
- Fill in all boxes that apply to your current situation (i.e. SQD, PLT, CO)
9 LINE MEDEVAC

9-Line MEDEVAC’s are used to quickly call in a medical emergency in order to remove a Soldier, civilian or EPW from battle. The following is an example of a 9-Line filled out for two casualties that will need to be extracted from a forested area.

(EXAMPLE)

Line 1: Location of pick up site ________________________________

Line 2: Radio frequency and call sign F: ___ CS: _______________

Line 3: Number of precedence by number _______________
   A. Urgent
   B. Urgent Surgical
   C. Priority
   D. Routine
   E. Convenience

Line 4: Special Equipment Required ___
   A. None
   B. Hoist
   C. Extraction Equipment
   D. Ventilator

Line 5: Number of Patients: Letter ___
   A. Litter
   B. Ambulatory

Line 6: Security at Pick up site __
   N – No enemy troops in the area
   P – Possible enemy troops in the area (approach with caution)
   E – Enemy Troops in Area (approach with caution)
   X – Enemy troops in area (armed escort required)
   *In peacetime number and types of wounds, illnesses and injuries

Line 7: Method of marking pick up site ___
   A. Panels
   B. Pyrotechnic signal

Line 8: Patient Nationality and status ___
   A. US Military
   B. US Civilian
   C. Non-US military
   D. Non-US civilian
   E. EPW

Line 9: NBC Contamination ___
   N - Nuclear
   B – Biological
   C – Chemical
   *In peacetime – Terrain of pick-up site
9-LINE MEDEVAC (BLANK)

Line 1: Location of pick up site ____________________________

Line 2: Radio frequency and call sign F: ___ CS: ____________

Line 3: Number of precedence by number _____
A. Urgent
B. Urgent Surgical
C. Priority
D. Routine
E. Convenience

Line 4: Special Equipment Required ______
A. None
B. Hoist
C. Extraction Equipment
D. Ventilator

Line 5: Number of Patients: Letter_____ # _____
A. Litter
B. Ambulatory

Line 6: Security at Pick up site _____
N – No enemy troops in the area
P – Possible enemy troops in the area (approach with caution)
E – Enemy Troops in Area (approach with caution)
X – Enemy troops in area (armed escort required)
* In peacetime number and types of wounds, illnesses and injuries

Line 7: Method of marking pick up site _____
A. Panels
B. Pyrotechnic signal
C. Smoke Signal
D. None
E. Other

Line 8: Patient Nationality and status _____
A. US Military
B. US Civilian
C. Non-US military
D. Non-US civilian
E. EPW

Line 9: NBC Contamination _____
N - Nuclear

IED/UXO’S

IED / UXO BATTLE DRILL (Remember the 5Cs)

Step 1. Confirm
First ensure that the item is an IED.

Step 2. Clear
Leave the immediate area; detonation may be imminent, secondary devices may be present.

Step 3. Cordon
Establish a perimeter (300m small device/ 1000m up to van-size /2000m water truck or semi)

Step 4. Control
Maintain visual (Binoculars/scopes) observation to ensure no one tampers with the device; maintain security.

Step 5. Call EOD
Immediately contact your supporting EOD to respond (9-line IED/UXO Spot Report).

IED / UXO Report

The following is a description and instructions for filling out an IED/UXO Report. For report, see Appendix.

Line 1. Date-Time Group (DTG): DTG item was discovered.
Line 2. Reporting Activity (unit identification code [UIC]) and location (grid of UXO).
Line 3. Contact Method: Radio frequency, call sign, point of contact (POC), and telephone number.
Line 4. Type of Ordnance: Dropped, projected, placed, or thrown. If known, give the size of the hazard area and number of items. Without touching, disturbing, or approaching (tripwire) the item, include details about size, shape, color and condition (intact or leaking).
Line 5. NBC Contamination: If present, be as specific as possible.
Line 6. Resources Threatened: Report any threatened equipment, facilities, or other assets.
Line 8. Protective Measures: Describe any measures taken to protect personnel and equipment.
Line 9. Recommended Priority: Recommend a priority for response by EOD technicians or engineers.
UXO REPORT

Line 1: Date and time Discovered ____________________________

Line 2: Location (grid) ____________________________

Line 3: Frequency and Call sign F: ________ CS: ________

Line 4: Type of Munitions
A – Dropped
B – Projected
C – Placed
D – Thrown

Line 5: NBC Contamination Y/N ____________________________
Yes – Identify
No

Line 6: Resources Threatened ____________________________

Line 7: Impact on the Mission ____________________________

Line 8: How Marked (identify) ____________________________

Line 9: Recommended Priority ____________________________
A – Immediate
B – Indirect
C – Minor
D – No Treat

CALL FOR FIRE CARD

“ ___________ THIS IS ___________ FIRE FOR EFFECT (OR ADJUST FIRE), OVER”

“GRID ___________, DIRECTION ___________, OVER”

“(TARGET DESCRIPTION), OVER”
“(MUNITION REQUESTED- IE. HE, SMOKE), IN EFFECT, OVER”

(If Adjust Fire) “ADD/DROP, OVER”

(If Adjust Fire) “FIRE FOR EFFECT, OVER”

“END OF MISSION, (TARGET DISPOSITION), (ESTIMATED CASUALTIES), OVER”

GRID TRP DESCRIPTION

____________________________________

____________________________________

____________________________________

____________________________________

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