Maneuver Committee Trainer Handbook



Warrior Forge 2010

SAFETY BRIEFING

- TERRAIN
- WILDLIFE
- WATER
- MEDICAL AID
- INSECTS
- CONCERTINA WIRE
- PICKETS

"SAFETY BEGINS WITH YOU"

-1-

-2-**Squad Operations Order** 1.Situation a. Enemy Forces **b.** Friendly Forces c. Attachments & Detachments 2. Mission (who, what, when, where, why) 3. Execution a. Concept of the Operation (1) Scheme of Maneuver (2) Fire Support b. Tasks to Maneuver Units c. Coordinating Instructions d. Safety 4. Service Support a. General b. Material & Service (1) Supply (2) Transportation (3) Services (4) Maintenance (5) Medical Evacuation 5. Command & Signal a. Command

b. Signal

Squad STX

10 Dimensions Generally Assessed During Squad STX Lanes

- Domain Knowledge (Technical, Tactical, Planning)
- Judgment (Decision Making)
- Confident (Emotional)
- Military Bearing (Physical)
- Leads By Example (Physical)
- Mental Agility (Mental)
- Innovative (Conceptual, Planning)
- Communication
- Getting Results (Executing)
- Leads Others (Motivates)

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Squad STX

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Duties Typically Performed and Assessed During Squad STX Lanes

Squad Leader

- Develop the plan (TLP), prepare and issue OPORD
- Rehearsals, inspections (PCI, PCC)
- Accountability and uniformity
- Crosses LD
- Reacts to contact
- Acts and Reports
- Cover and concealment
- Move teams in/out of contact, control movement
- No fratricide (FCMs)
- Consolidation and reorganization
- Reports status to higher
- Continues mission

Squad STX

Duties Typically Performed and Assessed During Squad STX Lanes

<u>Team Leader</u>

- Making it happen
- Individual PCC, Inspect Team Members
- Accountability of personnel and equipment
- Team movement
- Reacts to contact
- Cover and concealment
- Move element in/out of contact
- Muzzle Awareness

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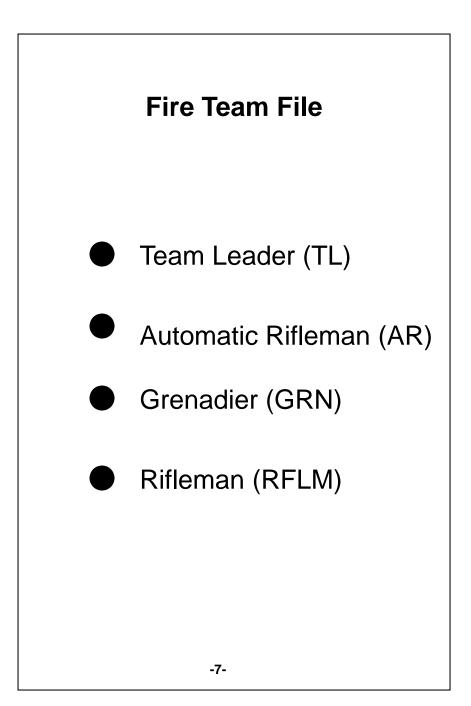
Formations & Movement Techniques

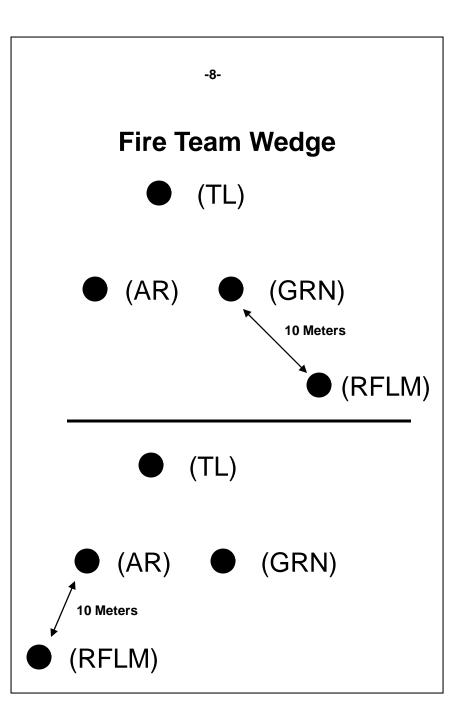
Formations

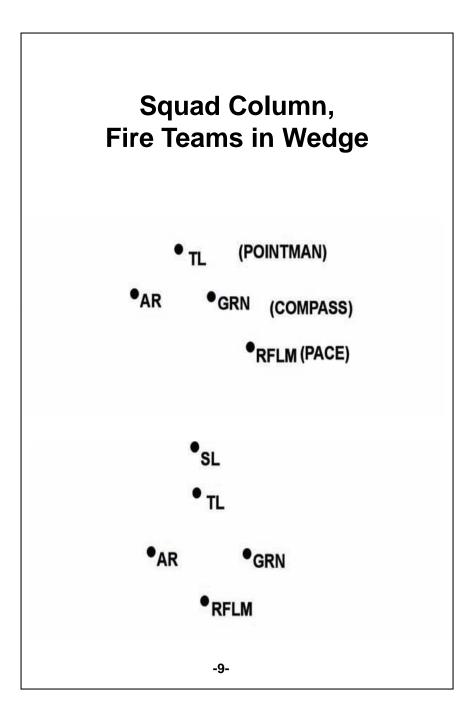
- Fire Team Wedge
- Fire Team File
- Squad Column
- Squad Line
- Squad File
- Patrol Formation

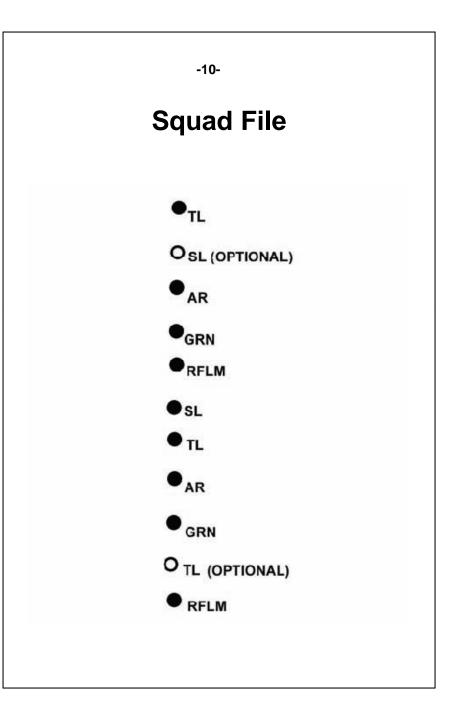
MovementTechniques

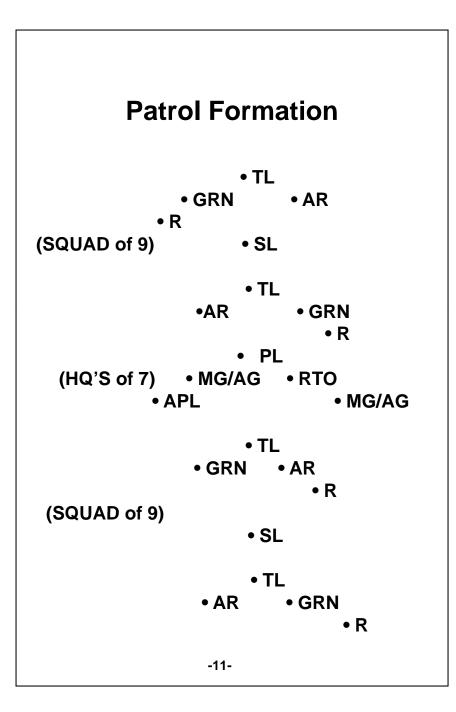
- Traveling
- Traveling Over watch
- Bounding Over watch











Communication

- Hand and Arm Signals
 - Refer to WF TACSOP
- RTO Procedures
 - How to send a message
 - Reports
 - ACE
 - SALUTE
 - MEDEVAC
 - Call For Fire

Initial Fire Requi	Initial Fire Request From Observer to FDC
Observer	FDC
267, THIS IS 271, ADJUST FIRE, OVER.	THIS IS 257, ADJUST FIRE, OUT.
GRID NK180513, OVER.	GRID NK180513, OUT.
INFANTRY PLATOON IN THE OPEN, ICM IN EFFECT, OVER.	N INFANTRY PLATOON IN THE OPEN, ICM IN EFFECT, OUT.
Wess.	Message to Observer
FDC	Observer
Z, 2 ROUNDS, TARGET, AF1027, OVER.	Z, 2 ROUNDS, TARGET IS AF1027, OUT.
For Subsequent Ro	For Subsequent Rounds (From Observer to FDC)
Observer	FDC
DIRECTION 1680, OVER.	DIRECTION 1680, OUT.
Note: Send direction before or with the first subsequent correction.	t correction.

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9-Line MEDEVAC

Table 6-1. Procedures to Request Medical Evacuation (MEDEVAC).

Line/ Item	Explanation	Where/How Obtained	Who Normally Provides	Reason
1/Location of pickup site by grid coordinates with grid zone letters	Encrypt the grid coordinates of the pickup site. When using the DRYAD Numeral Cipher. the same "SET" line will be used to encrypt the grid zone letters and the coordinates. To prevent misunderstanding, it is stated that grid zone letters are included in the message (unless SOP specifies its use at all times).	From map	Unit leader(s)	Required so evacuation vehicle knows where to pick up patient, and, unit coordinating the evacuation mission can plan the route for the evacuation vehicle (if evacuation vehicle must pick up from more than one location).
2/Requesting unit radio frequency, call signal, and suffix	Encrypt the frequency of the radio at the pickup site, not a relay frequency. The call sign (and suffix if used) of the person to be contacted at the pickup site may be transmitted in the clear.	From SOI	RATELO	Required so evacuation vehicle can contact requesting unit while en route (or obtain additional information and change in situation or directions).
3/Number of patients by precedence. Note the brevity codes used.	Report only applicable information and encrypt the brevity codes. A-Urgent B-Urgent-Surgical C-Priority D-Routine E-Convenience If two or more categories must be reported in the same request, insert the word <i>BREAK</i> between each category.	From evaluation of patient(s)	Medic or senior person present	Required by unit controlling the evacuation vehicles to assist in prioritizing missions.
4/Special equipment required	Encrypt the applicable brevity codes. A-None B-Hoist C-Extraction equipment D-Ventilator	From evaluation of patient/ situation	Medic or senior person present	Required so equipment can be placed on board the evacuation vehicle prior to the start of the mission.
5/Number of patients	Report only applicable information and encrypt the brevity code. If requesting MEDEVAC for both types, insert the word <i>BREAK</i> between the litter entry and ambulatory entry. For example: L + # of PNT-itter A + # of PNT-ambulatory	From evaluation of patient	Medic or senior person present	Required so appropriate number of evacuation vehicles may be dispatched to the pickup site. They should be configured to carry the patients requiring evacuation.

<u>9-Line MEDEVAC</u> (cont.)

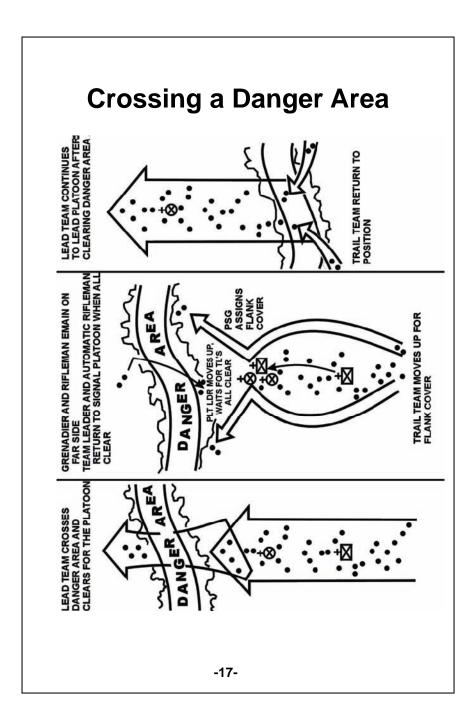
Table 6-1. Procedures to Request Medical Evacuation (MEDEVAC) (continued).

Line/ Item	Explanation	Where/How Obtained	Who Normally Provides	Reason
6/Security of pickup site (wartime)	N-No enemy troops in area P-Possibly enemy troops in area (approach with caution) E-Enemy troops in area (approach with caution) X-Enemy troops in area (armed escort required)	From evaluation of situation	Unit leader	Required to assist the evacuation crew in assessing the situation and determining if assistance is required. More definitive guidance (such as specific location of enemy to assist an aircraft in planning its approach) can be furnished by the evacuation aircraft while it is en route.
7/Number and type of wound, injury, or illness (peacetme)	Specific information regarding patient wounds by type (gunshot or shrapnel). Report serious bleeding and patient blood type (if known).	From evaluation of patient	Medic or senior person present	Required to assist evacuation personnel in determining treatment and special equipment needed.
8/Method of marking pickup site	Encrypt the brevity codes. A-Panels B-Pyrotechnic signal C-Smoke signal D-None E-Other	Based on situation and availability of materials	Medic or senior person present	Required to assist the evacuation crew in identifying the specific location of the pick up. Note that the color of the panels or smoke should not be transmitted until the evacuation vehicle contacts the unit just prior to its arrival. For security, the crew should identify the color. The unit should verify it.
9/Patient nationality and status	The number of patients in each category does not need to be transmitted. Encrypt only the applicable brevity codes. A-US military B-US civilian C-Non-US military D-Non-US civilian E-EPW	From evaluation of patient	Medic or senior person present	Required to assist in planning for destination facilities and need for guards. Unit requesting support should ensure that there is an English- speaking representative at the pickup site.
10/CBRN contamin- ation (wartime)	Include this line only when applicable. Encrypt the applicable brevity codes. N-Nuclear B-Biological C-Chemical	From situation	Medic or senior person present	Required to assist in planning for the mission. Determine which evacuation vehicle will accomplish the mission and when it will be accomplished.
11/Terrain description (peacetme)	Include details of terrain features in and around proposed landing site. If possible, describe relationship of site to prominent terrain feature (lake, mountain, and tower).	From area survey	Personnel at site	Required to allow evacuation personnel to assist route/avenue of approach into area. Of particular importance if hoist operation is required.

-16-**Danger Areas TYPES OF DANGER AREAS:** OPEN AREAS ROADS & TRAILS • VILLAGES ENEMY POSITIONS • MINEFIELDS • STREAMS

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- WIRE OBSTACLES
- DESIGNATE NEAR & FAR SIDE RALLY POINTS ٠
- SECURE NEAR SIDE •
- **RECON AND SECURE FAR SIDE** •
- EXECUTE CROSSING OF THE DANGER AREA •



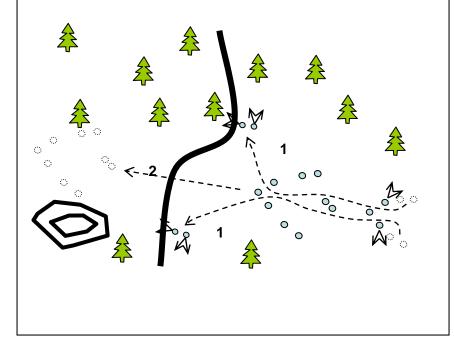
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Cross an LDA

TASK: Cross a linear danger area CONDITIONS: The squad is out of contact and moving.

The lead TL identifies a danger area. The area is crossable without external assets.

STANDARDS: The SL establishes near and far security. SL accounts for all personnel and equipment. The entire squad crosses LDA w/o being detected, and the squad continues tactical movement in formation on the same azimuth.



Performance Measures

• Lead TL signals LDA and stops

• SL moves forward, confirms and IDs crossing location, movement technique, near & far rally pts.

• SL positions 4-man near security team from trail fire team to each flank of LDA

• Near side (trail team) TL observes to flanks and overwatches crossing area

• SL IDs best cover and concealment for team and directs TL to bound across the DA

•Trail TL counts as SQD members cross

• TL on far side crosses, clears the area, established an OP forward to the cleared area and signals to the SL the area is clear

• SL directs remaining SQD members to cross, SQD quickly and quietly crosses

• Near side TL crosses in the same location, signals the SL

• SL conducts a security halt while the trail team recovers security elements, then continues on same azimuth

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Squad Attack – Battle Drill 1

TASK: Conduct an Attack (Infantry Squad)

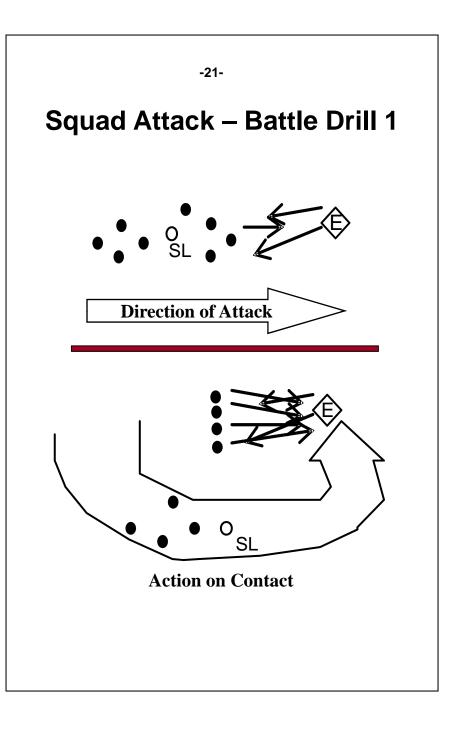
CONDITION: The squad received an operation order (OPORD) or fragmentary order (FRAGO) to conduct an attack against an objective. The squad is located in an assembly area. The squad has communications with higher, adjacent, and subordinate elements.

STANDARD: The squad conducts the attack, moves tactically to assault, support, or breach positions using the appropriate formation and technique. The squad suppresses enemy forces on or near the objective and assaults the objective to destroy, capture, or forces the enemy to withdraw IAW the commander's intent. Squad is prepared to continue a mission.

Performance Measures

- Squad reacts to contact
- Lead fire team cannot fight through
- Fire team in contact suppresses the enemy
- Trail fire team assaults
- Base of fire shifts direct fire as the maneuver team assaults through the objective
- Squad consolidates and reorganizes
- SL reports to higher
- Squad continues the mission

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React to Contact – Battle Drill 2

TASK: React to Contact (Visual, IED, Direct Fire)

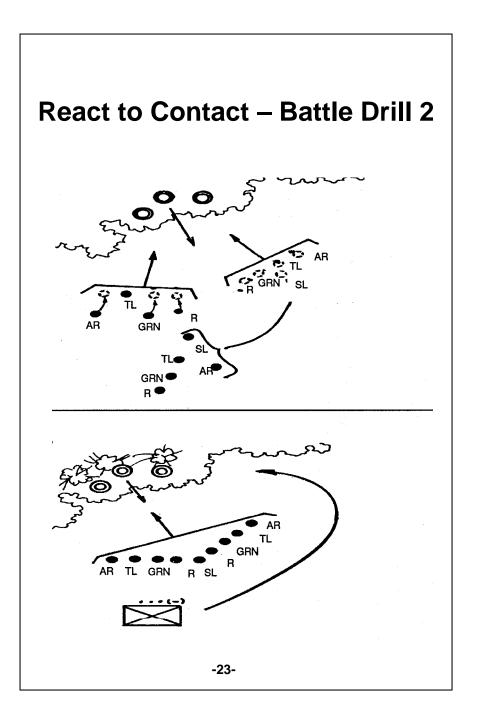
CONDITIONS: The squad is stationary or moving, conducting operations. Visual contact is made with the enemy, **OR**, the unit identifies and confirms an IED or one is detonated, **OR**, the enemy initiates contact with a direct fire weapon.

STANDARDS:

• Visual (Dismounted) - The squad destroys the enemy with a hasty ambush or an immediate assault through the enemy position.

• IED (Dismounted) - The squad takes immediate action by using the confirm, clear, call, cordon, and control (5-Cs) procedure.

• Direct Fire (Dismounted) - The squad immediately seeks cover, locates and engages the enemy with a high volume of well-aimed fire. The unit leader reports the contact to higher headquarters.



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React to Contact – Battle Drill 2

Performance Measures

- Occupy covered position and return fire
- SL assesses the situation
- SL determines next COA (squad attack, break contact)
- SL reports situation to higher
- Begin selected COA

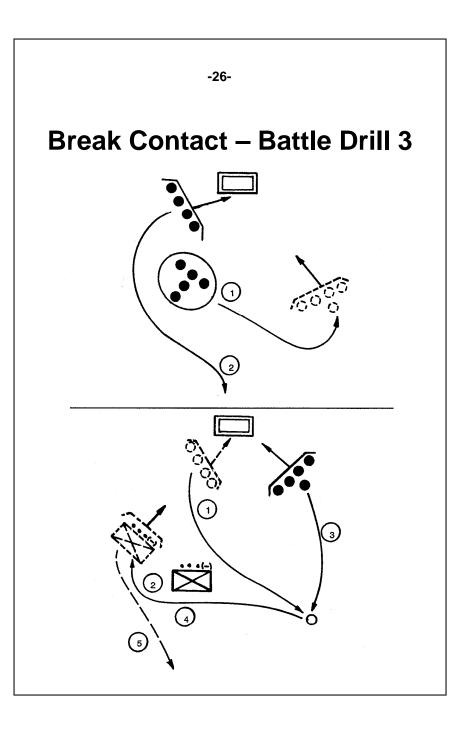
Break Contact – Battle Drill 3

TASK: Break Contact

- CONDITIONS: (Dismounted/Mounted)-The platoon/squad/section is stationary or moving, conducting operations. All or part of the unit is receiving enemy direct fire.
- STANDARDS: (Dismounted/Mounted)-The platoon/squad/section 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.

Performance Measures

- SL directs fire team in contact to support disengagement
- SL gives destination of 1st fire team moving
- Base of fire continues to suppress the enemy
- Moving element masks their movement by all means
- Moving element establishes positions and engages enemy



React to Ambush (Near) Battle Drill 4

TASK: React to Ambush (Near)

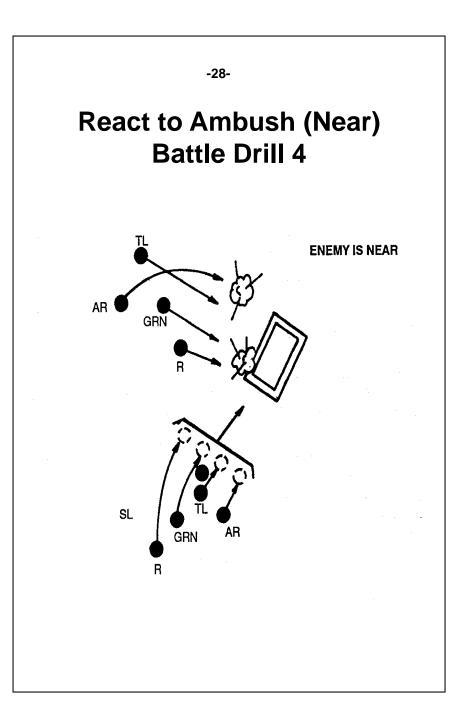
CONDITIONS: (Dismounted/Mounted) - The platoon/squad/ section is moving tactically, conducting operations. The enemy initiates contact. All or part of the unit is receiving accurate enemy direct fire.

STANDARDS: (Dismounted) - Soldiers in the kill zone immediately return fire on known or suspected enemy positions and assault through the kill zone. Soldiers not in the kill zone locate and place suppressive well-aimed fire on the enemy. The platoon/squad assaults through the kill zone and destroys the enemy. (Mounted) - vehicle gunners immediately return fire on known or suspected enemy positions as the platoon/section continues to move out of the kill zone.

Performance Measures

- Immediately return fire, take covered position, throw grenades
- Soldiers in kill zone assault through ambush
- \bullet Soldiers not in kill zone suppress, then shift fires as assault moves through
- Consolidate, reorganize and report to higher

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React to Ambush (Far) Battle Drill 4

TASK: React to Ambush (Far)

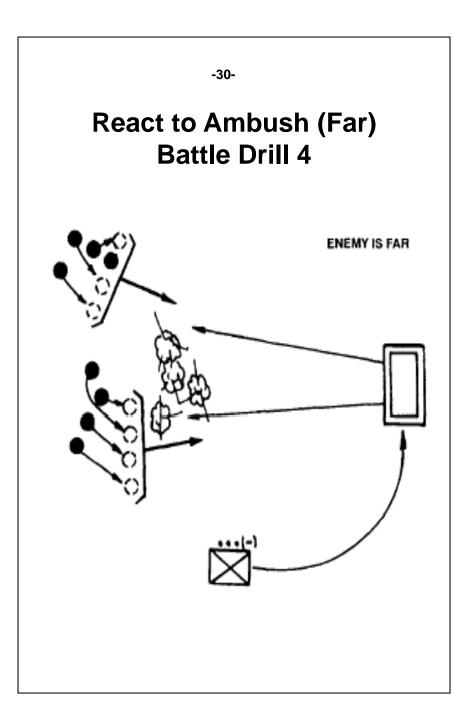
CONDITIONS: (Dismounted/Mounted) - The platoon/squad/ section is moving tactically, conducting operations. The enemy initiates contact. All or part of the unit is receiving accurate enemy direct fire.

STANDARDS: (Dismounted) - The platoon/squad immediately returns fire and occupies covered and or concealed positions. The platoon/squad moves out of the kill zone, locates the enemy position, and conducts fire and maneuver in order to destroy the enemy. (Mounted) - Vehicle gunners immediately return fire on known or suspected enemy positions as the platoon/section continues to move out of the kill zone. The unit leader reports the contact to higher headquarters.

Performance Measures

- Destroy or suppress enemy crew-served weapons first
- Obscure the enemy position w/smoke (M203)
- Soldiers not receiving fires assault enemy vulnerable flank via a covered and concealed route
- Consolidate, reorganize and report to higher

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Knock out a Bunker Battle Drill 5

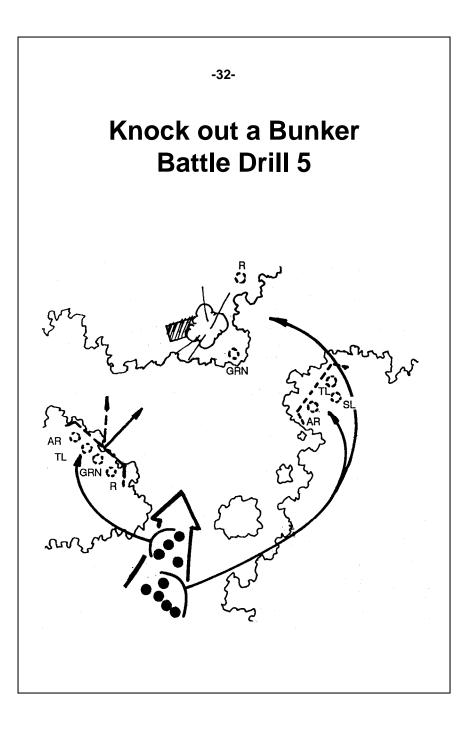
TASK: Knock Out a Bunker (Squad)

CONDITIONS: The squad receives fire from an enemy bunker while moving as a part of a larger force.

STANDARDS: The squad destroys the designated bunker by killing, capturing, or forcing the withdrawal of enemy personnel in the bunker. The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

Performance Measures

- POSITION ELEMENTS
- DIRECT SUPPRESSION
- BREACH OBSTACLES
- ASSAULT / DESTROY BUNKER
- CHECK AND CLEAR BUNKER
- CONSOLIDATE / REORGANIZE
- REPORT



React to Indirect Fire

- Any Soldier that hears incoming artillery will announce "Incoming"
- All Soldiers assume a prone position
- After the rounds impact, the Squad Leader announces a distance and direction (i.e., "12 o'clock, 100 meters")
- Squad sprints in the direction ordered
- Upon reaching the designated location, the squad establishes security and the Squad Leader gets accountability of personnel and equipment
- Squad Leader directs the squad to continue the mission

React to Sniper Fire

- Scan
- Maintain Situational Awareness
- Avoid Predictability
- Engage in Tactical Movement

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Characteristics of an Objective Rally Point (ORP)

- Easily recognized
- Offers Cover & Concealment
- Defendable for a short period of time
- Away from natural lines of drift

Conduct Leader's Recon

- Depart ORP Leave 5-Pt contingency plan (GOTWA)
- Pinpoint Objective

• ID RP; Maintain security, select support & assault positions, and establish surveillance points for recon

- Verify tentative execution plan
- Leave surveillance to observe objective
- Return to ORP
- Complete plan and issue FRAGO as necessary

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5 – Point Contingency Plan

- G Going where?
- O Others going with you
- T Time you expect to be goine
- W What to do if you do not return
- A Actions to take if you get hit Y actions to take if patrol gets hit

BRIEF BACK

Consolidate & Reorganize

- Establish security
- Man crew-served weapons
- Position soldiers
- Establish fields of fire
- Reestablish chain of command
- SITREP/ACE Report
- Resupply/Ammo redistribution
- Special Teams
 - Treat casualties
 - Handle EPWs

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Conduct a Deliberate Ambush

• Ambushes are conducted against a specific target at a pre-determined location

• Squad/Patrol leader requires detailed information in planning a deliberate ambush:

- Size and composition of the targeted unit
- Weapons and equipment available to the enemy
- Enemy's route and direction of travel
- Times that the target unit will reach or pass specified points along the route

Ambush Operations

- Point Ambush
 - Attack enemy in a single kill zone
- Area Ambush
 - Series of Point Ambushes
- Formations
 - Linear
 - L-Shaped

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Conduct a Deliberate Ambush

- Organization
 - Assault
 - Support
 - Security
- Scheme of maneuver
 - Troop leading procedures
 - Occupy ORP
 - Conduct leader's recon
 - Position elements
 - Conduct ambush

Reconnaissance Patrol

- Organization
 - Security team
 - Multiple reconnaissance and security (R&S) teams
- Planning considerations
 - Information requirements for mission (PIR)
 - Size and number of reconnaissance objectives
 - Requirement to secure ORP and other points
 - Time allotted for conducting mission
- Types of reconnaissance missions
 - Area reconnaissance
 - Route reconnaissance
 - Zone reconnaissance

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Reconnaissance Operations

- Area recon
 - Gain information on a certain location
 - Teams move to vantage point
 - Teams move from point to point
- Zone recon
 - Gain information on a specific zone or sector
 - Moving
 - Stationary
- Route recon
 - Detailed information on route and adjacent terrain
 - Trafficability, enemy activity, NBC contamination, dominating terrain

Area Recon

- Conducted to obtain information about a specified location and the area around it
- Location may be given as a grid or an objective on an overlay

• Patrol uses surveillance or vantage points around the objective from which to observe the objective and the surrounding area



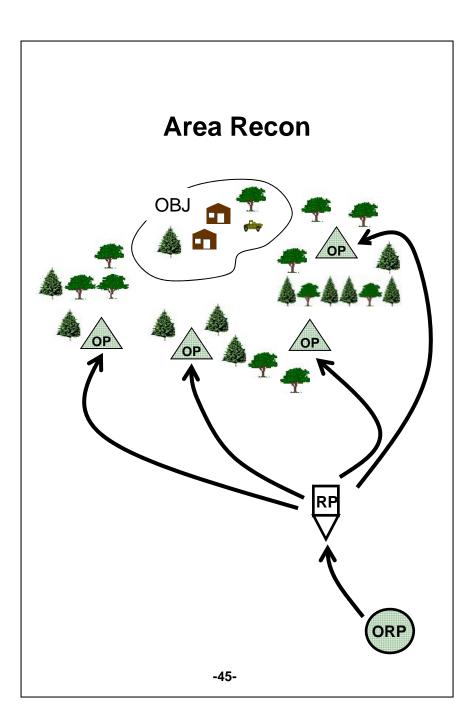
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• In planning for an area recon mission, the patrol leader considers these actions:

- PL may include a surveillance team in the recon of the objective from the ORP
- PL positions the team while on recon
- APL is responsible for security at ORP and positions other security teams as required on enemy avenues of approach in the objective area

• If required PL positions other surveillance teams about objective. PL may move them on one route, positioning them as they move, or may direct them to move along separate routes to assigned locations.

• After observing objective for a specified time, all elements return to ORP and report their observations to PL and/or recorder. Once all information is collected, it is disseminated to everyone.



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Patrolling

• Patrols are missions to gather information or to conduct combat operations. Normally, patrols are conducted by infantry platoons and squads.

- Three types of patrols
 - Reconnaissance
 - Combat
 - Tracking

5 Principles Of Patrolling

- Planning
- Reconnaissance
- Security
- Control
- Common Sense

Patrol Organization

- Where possible, maintain squad and fire team integrity
- Organization common to all patrols:
 - HQ Element
 - Patrol Leader (PL)
 - RTO
 - Assistant Patrol Leader
 - Machine Gunner
 - Assistant Gunner
 - Aid & Litter Team
 - EPW/Detainee Team
 - Surveillance/Recon Team
 - Enroute Recorder
 - Compass
 - Pace
 - Media Team
 - Assault Team
 - Support Team
 - Breach Team

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PL Responsibilities

- Make the plan
- Unit rehearsals
- Final inspections
- Develop the timeline
- Assault element
- Moves after 1st squad
- OPORD PARA 2 and 3
- Mission accomplishment
- Salute report
- Actions on the objective
- Leader's Recon
- Designating % security

APL Responsibilities

- Making it happen
- Special team rehearsals
- Initial inspection
- Enforcing timeline
- Support element
- OPORD PARA 4
- ACE report
- Consolidation and reorganization
- ORP activities
- Making security roster
- Accountability
- Maintenance
- Patrol base activities
- Stand-to
- Soldier care issues
- Packing list
- Correcting breaks in contact
- Noise and light discipline
- Coordination for movement

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Patrol Planning

• Leaders plan and prepare for patrols using TLPs and the Estimate of the Situation

• Leaders identify required actions on the objective, then they plan backwards to the departure.

• Because patrols act independently, and move beyond the direct fire support of the parent unit, coordination is thorough and detailed.

• Items coordinated between the leader and higher HQ:

• Changes or update in the friendly or enemy situation

• Best use of terrain for routes, rally points, and patrol bases

• The attachment of soldiers with special skills or equipment; i.E. Sniper Team, Scout Dog Team, FOs, or Interpreters

• Use and location of LZs

• Fire support on the objective and along planned routes, including alternate routes

PATROL PLANNING (cont)

- Rehearsal areas and times:
 - the terrain for the rehearsal should be similar to the objective, to include buildings and fortifications if possible.
 - Coordination for rehearsals includes security of the area, use of blanks, pyrotechnics, and live ammunition.
- Special equipment requirements
- Transportation support, including to and from rehearsal location
- Signal plan: call signs, frequencies, code words, pyrotechnics, and challenge & password

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Patrolling Missions

- Reconnaissance Patrols
 - Area
 - Route
 - Zone
- Combat Patrols
 - Ambush
 - Raid

Combat Patrols

- Combat patrols
 - Conducted to destroy or capture enemy or equipment
 - Destroy installations, facilities, or key points
 - Harass enemy forces
 - Provide security for larger units.
- 2 types of combat missions:
 - Ambush
 - Raid

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Raid

• Raids are combat operations to attack a position or installation followed by planned withdrawal

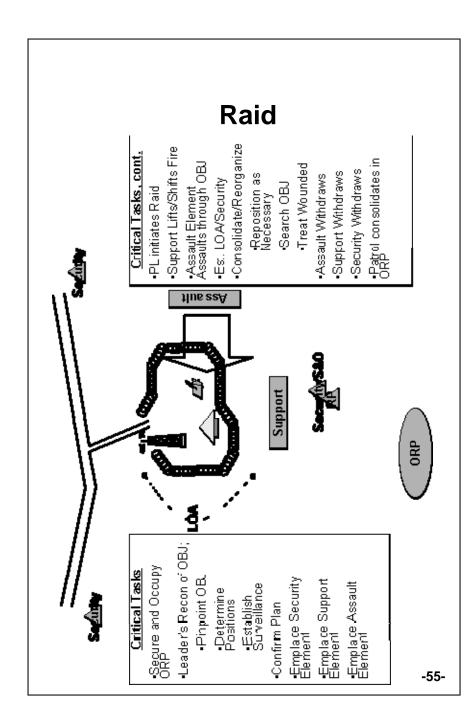
• Squads do not execute raids

• Sequence of section actions for a raid is similar to those of an ambush

• Assault element of a section may have to conduct a breach of an obstacle

• May have additional tasks to perform on the objective

• Demolition of fixed facilities



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Actions on the Objective (Raid)

- Establish LOA/ Security
- Consolidate/Reorganize IAW SOP
- PL/SL positions themselves in a spot where they can over watch & control all actions
- Remove or through away weapons on Objective prior to search
- Send out search teams (check for booby traps, Intel indicators, wounds, etc.)
- Record and gather all Intel on the objective for Reports (Key weapons, equipment, PIR, etc.)
- Treat & Remove the WIA's first then KIA's (Aid & litter team)
- Blow all enemy weapons/equipment not of value on objective (Demo team)
- Pull off of the objective IAW SOP
- Follow concealed route to designated rally point, Establish security/accountability, send reports
- Continue mission or await further Instructions/Orders

Top Bullets That Lead To An "E" **On A Patrolling Lane**

The average "S" Cadet either didn't do the bullets below well, or they failed to do them at all

Patrol Leader

Planning Phase:

· Great understanding of the Warning **Order/Operations Order**

 Displays complete confidence when issuing Orders

• Sand table is complete and terrain is exaggerated; two tables: Concept of the **Operation and Actions on the OBJ**

• TLP's are strictly adhered to, to include the timeline

 Thorough delegation of specific tasks in Special Instructions of the Warning Order; spot checks progression

• Rehearsals are not finger drilled; they are full up rehearsals attempting to utilize similar terrain

 Conceptualizes implied tasks and incorporates them into the plan (i.e. Special Team rehearsals)

• Requests fires along the planned route and on the OBJ

 Identifies weaknesses from previous patrols and has the ability to apply lessons learned

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Top Bullets That Lead To An "E" On A Patrolling Lane (cont)

Patrol Leader (cont)

- Movement Phase:
- Prepares to make quick decisions on any route changes based upon METT-C
- Knows the exact location of the patrol at all times
- When a change of mission occurs, utilizes time wisely to plan and disseminate the plan so everyone understands
- Prepares to make adjustments to the original ORP location based upon METT-C
- Actions on OBJ:
- Contains the Technical/Tactical expertise on the given task
- Pinpoints the OBJ and identifies exact locations of key element positions
- Manages the situation without becoming involved to a point it suppresses the PL's decision making process
- Flexibility to change the plan mid stride in order to win/gain mission success
- Timely and accurate Situational Reports
- Security is continuously maintained
- Fires are utilized

Top Bullets That Lead To An "E" On A Patrolling Lane

Platoon Sergeant

- Planning Phase:
- Detailed planning on Paragraph 4 (How the CCP will be run, CASEVAC & MEDEVAC procedures, EPW, COB)
- Ensures Special Team Rehearsals are conducted during OPORD preparation and any deficiencies are corrected
- Provides additional OPORD assistance to the PL other than what is expected
- Displays complete confidence when issuing Paragraph 4
- Entire patrol is properly camouflaged and all canteens filled prior to movement
- Thorough PCC/PCIs (not finger drilled)
- Patrol base is flawlessly sterile upon LD to include individual Cadet fighting positions

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Top Bullets That Lead To An "E" On A Patrolling Lane (cont)

• Platoon Sergeant (cont)

Movement Phase:

• Constantly monitors the patrol for proper dispersion, hydration and medical issues (trooping the line)

• Maintains constant security during movement and at halts

• Knows the exact location of the patrol at all times

• As the situation changes, spot checks Cadets to ensure proper dissemination of information

Top Bullets That Lead To An "E" On A Patrolling Lane (cont)

• Platoon Sergeant (cont)

Actions on OBJ:

- Properly prepares Cadets and their equipment for the mission, in the OPR, during the leader's recon
- Properly emplaces and assigns targets to the M-60 machine gun
- Supervises and corrects rates of fire in the Support Position
- Properly takes charge of and sets up the CCP in accordance with the plan
- Maintains 100% accurate status of all personnel to include dead, wounded, and those still fighting on the OBJ
- Ensures the nine line is sent to higher in an accurate and expeditious manner.
- The PZ is properly marked for dust-off procedures
- Security is properly maintained at all times.
- No equipment is left behind on the OBJ (magazines, poleless litter, claymores, etc.)

Establish A Patrol Base

- Purpose
- Site selection considerations
- Occupation
- Priority of work
- Patrol base activities

Patrol Base Operations

Patrol Base Purpose

- Avoid detection
- Maintain soldiers, weapons and equipment
- Plan and issue orders
- Prepare for follow on operations

Patrol Base Fundamentals

- A secure position established when a patrol halts for an extended period of time forward of friendly lines
- Not occupied for more than a 24-hour period
- Never occupied twice
- Squad or Platoon Sized

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Patrol Base Priorities Of Work

- Security is 1st and Continuous
- Range cards and Sector sketches
- Weapons and equipment maintenance
- Redistribute ammo/key equipment
- Water resupply
- Pre-combat checks (PCCs) and Inspections (PCIs)
- Sanitation (Slit trench)
- Personal hygiene (to include foot checks by medic)
- Mess (chow)
- Rest (Rest Plan)
- Stand -To

Patrol Base Procedures

Security:

Squad and Team sector sketches Alternate Patrol Base location Evacuation plan (Black and Gold) Alert Plan MG placement based on terrain analysis

Weapons Maintenance:

100% security when the MG is being cleaned Make sure you never pull the same weapons of the line when conducting maintenance

Chow :

One item out at a time in case contact is made

Trash is carried out in rucks if no trash run was conducted

Never pull the same weapons off the line when conducting Chow

