# Infantry Platoon Tactical Standing Operating Procedure

This publication is an extract mostly from FM 3-21.8 Infantry Rifle Platoon and Squad, but it also includes references from other FMs. It provides the tactical standing operating procedures for infantry platoons and squads and is tailored for ROTC cadet use. The procedures apply unless a leader makes a decision to deviate from them based on the factors of METT-TC. In such a case, the exception applies only to the particular situation for which the leader made the decision.


**CHAPTER 1 - DUTIES AND RESPONSIBILITIES** ..... 2
**CHAPTER 2 - COMMAND AND CONTROL**..... 7
- **SECTION I – TROOP LEADING PROCEDURES** ..... 7
- **SECTION II – RISK MANAGEMENT** ..... 10
- **SECTION III - ORDERS**..... 12

**CHAPTER 3 – OPERATIONS**..... 15
- **SECTION I – FIRE CONTROL AND DISTRIBUTION**..... 15
- **SECTION II – RANGE CARDS AND SECTOR SKETCHES**..... 17
- **SECTION III - MOVEMENT** ..... 24
- **SECTION IV - COMMUNICATION**..... 26
- **SECTION V - REPORTS** ..... 34
- **SECTION VI – WEAPONS HANDLING**..... 35

**CHAPTER 4 – PATROLLING**..... 36
- **SECTION I – PLANNING**..... 36
- **SECTION II – TYPES OF PATROLS**..... 38
- **SECTION III – ASSEMBLY AREAS , PATROL BASES, AND LINKUP**..... 39
- **SECTION IV – PRINCIPLES OF URBAN MOVEMENT**..... 41
- **SECTION V – REACT TO IED and UXO** ..... 42

**CHAPTER 5 – QUICK REFERENCES**..... 43
- **SECTION I – FORCE SUSTAINMENT**..... 43
- **SECTION II – LEADERSHIP DIMENSIONS**..... 44
- **SECTION III – INFANTRY PLATOON WEAPONS GUIDE**..... 46
- **SECTION IV – LAND NAVIGATION and RECONDO STANDARDS**.....49-52
- **SECTION V – TRAINING SAFETY** ..... 53
- **SECTION VI – CASUALTY FEEDER REPORT EXAMPLE** ..... 54
- **SECTION VII - FIRE SUPPORT**..... 55
- **SECTION VIII – MEDEVAC**…….56

**CHAPTER 6 UNIFORM AND EQUIPMENT STANDARDS** ……...57


To Make Recommendations for changes* please send a letter with the recommendations to:

US Army Cadet Command
Training Division (WF Planning Branch)
Box 339500 – MS 83
Fort Lewis, WA 98433-9500

*Include a description of the changes, reason for change, and any references used.

## CHAPTER 1 - DUTIES AND RESPONSIBILITIES

# COMPANY COMMANDER

The company commander leads by personal example and is responsible for everything the company does or fails to do. His principle duties include the key areas of tactical employment, training, administration, personnel management, maintenance, force protection, and sustainment of his company. Given the asymmetrical, noncontiguous environment, he must now integrate and synchronize a greater mix of forces for full spectrum operations including other combined arms and combat support elements, civil affairs (CA), psychological operations (PSYOP), interpreters, media, unmanned aerial system (UAS) and robotics teams. Among other things, they-

- Commands and controls through the subordinate leaders.
- Employs the company to accomplish its mission according to the battalion commander's intent and concept.
- Selects the best location to maneuver the platoons and other elements.
- Conducts mission analysis and troop-leading procedures (TLP) and issues operation orders for company tactical operations.
- Maintains and expresses situation awareness and understanding.
- Resources the platoons and other elements and requests battalion support when needed.
- Ensures that the company command post (CP) effectively battle tracks the situation and status.
- Provides a timely and accurate tactical picture to the battalion commander and subordinate units.
- Implements effective measures for force protection, security, and accountability of forces and systems.
- Develops the leadership and tactical skill of his platoon leaders.

# EXECUTIVE OFFICER

The XO is second in command. His primary role is to assist the commander in mission planning and accomplishment. He assumes command of the company as required and ensures that tactical reports from the platoons are forwarded to the battalion tactical operations center (TOC). The XO locates where he can maintain communications with the company commander and the battalion. He--

### 1. PLANS AND SUPERVISES

Plans and supervises, before the battle along with the 1SG, the company's sustainment operations; ensures that pre-combat inspections are complete. The XO plans and coordinates logistical support with agencies outside the company while the 1SG does the same internally. He prepares or aids in preparing paragraph 4 of the company operation order (OPORD). He may also help the company commander plan the mission.

### 2. COORDINATES

Coordinates with higher headquarters, adjacent and supporting units. He may aid in control of critical events of the battle such as a passage of lines, bridging a gap, or breaching an obstacle; or, he may assume control of a platoon attached to the company during movement.

### 3. PERFORMS AS LANDING ZONE OR PICKUP ZONE CONTROL OFFICER

This may include straggler control, casualty evacuation, resupply operations, or air-ground liaison.

### 4. LEADS QUARTERING PARTY OR DETACHMENT

The XO might lead a quartering party, an element consisting of representatives of various company elements. Their purpose is to precede the company and reconnoiter, secure, and mark an assembly area.

The XO might lead a detachment with other tactical tasks including shaping or sustaining force leader in a company raid or attack, control company machine guns, or mortar section. He may also--

- Lead the reserve. Lead the detachment left in contact during a withdrawal.
- Control attachments to the company.
- Serve as movement control officer.

## FIRST SERGEANT

The 1SG is the senior noncommissioned officer (NCO) and normally the most experienced Soldier in the company. He is the commander's primary tactical advisor and the expert on individual and NCO skills. He helps the commander plan, coordinate, and supervise all activities that support the unit mission. He operates where the commander directs or where he can best influence a critical point or what is viewed as the unit's decisive point. The first sergeant—

- Supervises routine operations. This can include enforcing the tactical standing operating procedures (TSOP); planning and coordinating both training and full spectrum operations; and administering replacement operations, logistics, maintenance, communications, field hygiene, and casualty evacuation operations.
- Supervises, inspects, and influences matters designated by the commander as well as areas that depend on his expertise such as Soldier care, force protection, security, and accountability.
- Assists the XO and keeps himself prepared to assume the XO's duties, if needed.
- Leads task-organized elements or subunits for the company's shaping effort or other designated missions.

**PLATOON LEADER**. The platoon leader is responsible for all the platoon does or fails to do. In the conduct of his duties he consults the platoon sergeant in all matters related to the platoon. He must know his Soldiers and how to employ the platoon and its organic and supporting weapons. During operations, the platoon leader—

- Leads the platoon in supporting the higher headquarters missions. He bases his actions on his assigned mission and the intent and concept of his higher commanders.
- Maneuvers squads and fighting elements.
- Synchronizes the efforts of squads.
- Looks ahead to the next "move" for the platoon.
- Requests and controls supporting assets.
- Employs C2 systems available to the squads and platoon.
- Ensures 360-degree, three-dimensional security is maintained
- Controls the emplacement of key weapon systems.
- Issues accurate and timely reports.
- Places himself where he is most needed to accomplish the mission.
- Assigns clear tasks and purposes to his squads.
- Understands the mission and commanders intent two levels up (the company and battalion).

**Situational Understanding.** The platoon leader works to develop and maintain situational understanding (SU). SU is a product of four elements. First, the platoon leader attempts to know what is happening in the present in terms of friendly, enemy, neutral, and terrain situations. Second, the platoon leader must know the end state that represents mission accomplishment. Third, the platoon leader determines the critical actions and events that must occur to move his unit from the present to the end state. Finally, the platoon leader must be able to assess the risk throughout.

**PLATOON SERGEANT.** The platoon sergeant (PSG) is the senior NCO in the platoon and second in command. He sets the example in everything. He is a tactical expert in Infantry platoon and squad operations, which include maneuver of the platoon-sized elements, and employment of all organic and supporting weapons. The platoon sergeant advises the platoon leader in all administrative, logistical, and tactical matters. The platoon sergeant is responsible for the care of the men, weapons, and equipment of the platoon. Because the platoon sergeant is the second in command, he has no formal assigned duties except those assigned by the platoon leader. However, the platoon sergeant traditionally—

- Ensures the platoon is prepared to accomplish its mission, to include supervising pre-combat checks and inspections.
- Prepares to assume the role and responsibilities of platoon leader.
- Acts where best needed to help C2 the engagement (either in the base of fire or with the assault element).
- Receives squad leaders' administrative, logistical, and maintenance reports, and requests for rations, water, fuel, and ammunition.
- Coordinates with the higher headquarters to request logistical support (usually the company's first sergeant or executive officer).
- Manages the unit's combat load prior to operations, and monitors logistical status during operations.
- Establishes and operates the unit's casualty collection point (CCP) to include directing the platoon medic and aid/litter teams in moving casualties; maintains platoon strength levels information; consolidates and forwards the platoon's casualty reports; and receives and orients replacements.
- Employs digital C2 systems available to the squads and platoon.
- Understands the mission and commanders intent two levels up (the company and battalion).

**SQUAD LEADER.** The squad leader (SL) directs his team leaders and leads by personal example. The SL has authority over his subordinates and overall responsibility for those subordinates' actions. Centralized authority enables the SL to act decisively while maintaining troop discipline and unity. Under the fluid conditions of close combat, even in the course of carefully-planned actions, the SL must accomplish assigned missions on his own initiative without constant guidance from above.

The squad leader is the senior Infantryman in the squad and is responsible for all the squad does or fails to do. The squad leader is responsible for the care of his squad's men, weapons, and equipment. He leads his squad through two team leaders. During operations, the squad leader—

- Is the SME on all battle drills and individual drills.
- Is the SME in the squad's organic weapons employment and the employment of supporting assets.
- Knows weapon effects, surface danger zone(s) (SDZ), and risk estimate distance(s) (RED) for all munitions.
- Effectively uses control measures for direct fire, indirect fire, and tactical movement.
- Controls the movement of his squad and its rate and distribution of fire (including call for and adjust fire).
- Fights the close fight by fire and movement with two fire teams and available supporting weapons.
- Selects the fire team's general location and sector in the defense.
- Communicates timely and accurate spot reports (SPOTREPs) and status reports, including—
    - -Size, activity, location, unit, time, and equipment (SALUTE) SPOTREPs.
    - -Status to the platoon leader (including squad location and progress, enemy situation, enemy killed in action [KIA], and security posture).
    - -Status of ammunition, casualties, and equipment to the platoon sergeant.
- Employs digital C2 systems available to the squad and platoon.
- Operates in any environment to include the urban environment.
- Conducts troop-leading procedures (TLP).
- Assumes duties as the platoon sergeant or platoon leader as required.
- Understands the mission and commander's intent two levels up (the platoon and company).

**TEAM LEADER.** The team leader leads his team members by personal example. He has authority over his subordinates and overall responsibility for their actions. Centralized authority enables the TL to maintain troop discipline and unity and to act decisively. Under the fluid conditions of close combat, the team leader must accomplish assigned missions using initiative without needing constant guidance from above.

The team leader's position on the battlefield requires immediacy and accuracy in all of his actions. He is a fighting leader who leads his team by example. The team leader is responsible for all his team does or fails to do. He is responsible for the care of his team's men, weapons, and equipment. During operations, the team leader—

- Is the SME on all of the team's weapons and duty positions and all squad battle drills.
- Leads his team in fire and movement.
- Controls the movement of his team and its rate and distribution of fire.
- Employs digital C2 systems available to the squad and platoon.
- Ensures security of his team's sector.
- Assists the squad leader as required.
- Is prepared to assume the duties of the squad leader and platoon sergeant.
- Enforces field discipline and PMM.
- Determines his team's combat load and manages its available classes of supply as required.
- Understands the mission two levels up (squad and platoon).

When maneuvering the team, the team fights using one of three techniques:

(1) Individual movement techniques (IMT, the lowest level of movement).
(2) Buddy team fire and movement.
(3) Fire team fire and movement (maneuver).

Determining a suitable technique is based on the effectiveness of the enemy's fire and available cover and concealment. The more effective the enemy's fire, the lower the level of movement. Because the team leader leads his team, he is able to make this assessment firsthand. Other leaders must be sensitive to the team leader's decision on movement.

1. **SPECIAL TEAMS.** Special teams perform specific tasks in accordance with the Platoon Leader's guidance and mission requirements. Special teams generally perform their tasks after security is established and the enemy threat is minimized (win the fight first). Special teams should rehearse before the mission.

a. Enemy Prisoner of War (EPW) Team: At the Infantry platoon and squad levels, the six simple rules for EPWs are search, silence, segregate, safeguard, speed to the rear (the five S's), and tag. The tag includes the date of capture, location of capture (grid coordinate), capturing unit, and special circumstances of capture (how the person was captured). The five S's include:

(1) Search the EPW thoroughly and disarm him.

(2) Silence—require the EPW to be silent.

(3) Segregate the EPW from other EPWs (by sex and rank).

(4) Safeguard the EPW from harm while preventing him from escaping.

(5) Speed the EPW to the designated EPW collection point.

Once the enemy is under friendly control, they assume the protected status of detainee. This is an umbrella term that includes any person captured or otherwise detained by armed force. Under the LOW, leaders and Soldiers are personally responsible for detainees under their control. Mistreatment of EPWs is a criminal offense under the Geneva Convention, AR 190-8, and *The 1996 War Crimes Act* (18 U.S.C. § 2441). The War Crimes Act makes it a federal crime for any U.S. national, whether military or civilian, to violate the Geneva Convention by engaging in murder, torture, or inhuman treatment.

b. Aid & Litter Team: Responsible for treating friendly wounded and moving friendly dead and wounded to the casualty collection point as directed by the Platoon Leader or Platoon Sergeant. Wounded enemy or noncombatants may be treated at the direction of the Platoon Leader, after friendly wounded are treated.

(1) Evaluate A Casualty
    (a) Responsiveness
    (b) Breathing
    (c) Pulse
    (d) Bleeding
    (e) Shock
    (f) Fractures
    (g) Burns
    (h) Head Injuries
(2) Administer First Aid to a Nerve Agent Casualty
(3) Perform Mouth to Mouth Resuscitation
(4) Put on a Field or Pressure Dressing
(5) Prevent Shock
(6) Give First Aid for Burns, Heat Injuries, Frostbite
(7) Transport a Casualty using a Litter to Collection Points
(8) Transport a Casualty using a Two-Man Carry to Collection Points

## CHAPTER 2 - COMMAND AND CONTROL

## SECTION I – TROOP LEADING PROCEDURES

1. **ASSUMPTION OF COMMAND -** When it is necessary for a new leader to assume command of the platoon, if and when the situations allows it, they will accomplish the following tasks:
    a. Inform higher headquarters of the change
    b. Reestablish the platoon chain of command and ensure all subordinates are made aware of changes
    c. Check the platoon's security and the emplacement of key weapons
    d. Check the platoon's equipment and personnel status
    e. Pinpoint the platoon's location
    f. Assess the platoon's ability to continue the mission
    g. Inform higher command of assessment
    h. Continue the mission / Initiate Troop Leading Procedures

2. **TROOP LEADING PROCEDURES**
    a. Receive the Mission
    b. Issue a Warning Order
    c. Make a Tentative Plan
    d. Initiate Movement
    e. Conduct Reconnaissance
    f. Complete the Plan
    g. Issue the Operations Order
    h. Supervise and Refine
        (1) Receive the Mission
            (a) Determine mission and time available (develop timeline)
            (b) No detailed analysis of METT-TC
            (c) 1/3-2/3 rule
        (2) Issue a Warning Order
        (3) Make a Tentative Plan
            (a) **M**ission
                **E**nemy
                **T**errain and Weather
                **O**bservation and Fields of Fire
                **A**venues of Approach
                **K**ey and Decisive Terrain
                **O**bstacles
                **C**over and Concealment
                Visibility, Winds, Precipitation, Cloud cover, Temperature/humidity
                **T**roops Available
                **T**ime Available
                **C**ivil considerations
            (b) Mission and intent of commander two levels up
            (c) Mission and intent of immediate commander
            (d) Platoon or Squad mission
            (e) Constraints
            (f) Identification of tasks (Specified, Implied, Essential)
            (g) Identification of risks
            (h) Restated mission

(i) Analysis of Enemy
    a. Composition
    b. Disposition
    c. Strength
    d. Capabilities
    e. Anticipated Enemy Courses of Action

(j). Course of Action Development
    a. Analyze Relative Combat Power
    b. Generate Options
    c. Array Initial forces
    d. Develop Schemes of Maneuver
    e. Assign Headquarters
    f. Prepare COA Statements and Sketches
    g. War gaming of COA(s)
    h. COA Comparison and Selection

(4) Initiate movement

(5) Conduct Reconnaissance
    (a) Confirm Priority Intelligence Requirements (PIRs)
    (b) If leaving the platoon or squad to conduct leader's reconnaissance, leave a five point contingency plan, or GOTWA
        Where the leader is **G**oing
        **O**thers going with the leader.
        Amount of **T**ime the leader plans to be gone
        **W**hat to do if the leader does not return.
        Unit's and leaders **A**ctions on chance contact while the leader is gone

(6) Complete the Plan

(7) Issue the Operations Order

(8) Supervise and Refine
    (a) Confirmation briefs, rehearsals, and inspections
        a. Ensure subordinates know the mission, the commander's intent, the concept of the operation, and their assigned tasks.
        b. Rehearsals include map rehearsal, sand table or terrain model, radio rehearsal, reduced-force rehearsal, and full-force rehearsal (preferred if time permits)
    (b) The leader should establish a priority for rehearsals based on available time. The priority of rehearsals flows from the decisive point of the operation. Thus the order of precedence is:
        a. actions on the objective
        b. actions on enemy contact
        c. special teams
        d. movement techniques
        e. others as required
    (c) Security must be maintained during the rehearsal.
    (d) Inspections
        a. Squad leaders should conduct initial inspections shortly after receipt of the WARNO
        b. The PSG should conduct spot checks throughout the preparation
        c. The PL and PSG conduct final inspections
    (e) Inspections should include:
        a. Weapons and ammunition
        b. Uniforms and Equipment
        c. Mission-essential equipment

d. Soldier's understanding of the mission and their specific responsibilities
e. Communications
f. Rations and water
g. Camouflage
h. Deficiencies noted during earlier inspections

## SECTION II – RISK MANAGEMENT

1. **PURPOSE -** To identify the tactical risk management program for accident prevention in both the Warrior Forge garrison and training operations.

2. **APPLICABILITY -** Applies to all sections of Warrior Forge.

3. **GENERAL -** The Warrior Forge Safety Office provides risk management instruction materials for training all Warrior Forge personnel in principles and techniques of risk management. The Risk Assessment Management Program (CDT CMD Reg 145-3) provides leaders with a systematic approach to controlling and reducing risk. It is a process which requires leaders to identify hazards or risks associated with training events, minimize or control these risks and weigh them against overall training value**. Leaders will conduct risk assessments whether formally, during the planning process of a training event, or informally, while making a hasty plan.** All training and activities required risk assessment.

4. **GUIDANCE**
   a. Integrate risk management into all training and activities from concept through termination.
   b. Accept no unnecessary risk.
   c. Make risk decisions at the proper level.
   d. Document risk decisions.

5. **HAZARD CONTROL PROCESS**
   a. Identify the Hazards. Hazards are a potential source of danger, which may cause injury, damage or mission degradation. They may be encountered during training or other activities and include such obvious things as weather, terrain, weapons and equipment. Hazards can also be less obvious, such as a stream that appears shallow, but is actually deep in some places. Record identified hazards on a Risk Assessment Management Program Countermeasure Worksheet.
   b. Hazard Inventory - The Committees/Regiments/Sections and the Warrior Forge Safety Office will assess identified hazards and file them on site utilizing the RAMP Countermeasure Worksheet.

| | **PROBABILITY** | | | | |
|---|---|---|---|---|---|
| EFFECT | FREQUENT | LIKELY | OCCASIONAL | REMOTE | UNLIKELY |
| | | | | | |
| CATASTROPHIC | **EXTREME** | **EXTREME** | *HIGH* | *HIGH* | MODERATE |
| CRITICAL | **EXTREME** | *HIGH* | *HIGH* | MODERATE | LOW |
| MARGINAL | *HIGH* | MODERATE | MODERATE | LOW | LOW |
| NEGLIGIBLE | MODERATE | LOW | LOW | LOW | LOW |

**Hazard Probability**

| | | |
|---|---|---|
| FREQUENT | Individual Item | Occurs often in life of system |
| | Inventory of Items | Continuously experienced |
| | Individual Person | Occurs often in career |
| | All Persons Exposed | Continuously experienced |
| PROBABLE | Individual Item | Occurs several times in life of system |
| | Inventory of Items | Occurs frequently |
| | Individual Person | Occurs several times in career |
| | All Persons Exposed | Occurs frequently |
| OCCASIONAL | Individual Item | Occurs sometime in life of system |
| | Inventory of Items | Occurs several times in life of system |
| | Individual Person | Occurs sometime in career |
| | All Persons Exposed | Occurs sporadically |
| REMOTE | Individual Item | Unlikely, but possible in life of system |
| | Inventory of Items | Unlikely, but expected sometime |
| | Individual Person | Unlikely, but possible in career |
| | All Persons Exposed | Occurs seldom |
| IMPROBABLE | Individual Item | Too unlikely to occur in life of system |
| | Inventory of Items | Unlikely, but possible in life of system |
| | Individual Person | Too unlikely to occur in career |
| | All Persons Exposed | Occurs very rarely |

**Hazard Severity**

| | |
|---|---|
| CATASTROPHIC | Death or permanent total disability; system loss; major property damage |
| CRITICAL | Permanent partial disability; temporary total disability (more than 3 months); major system damage; significant property damage |
| MARGINAL | Minor injury; lost workday; compensable injury or illness; minor system damage; minor property damage |
| NEGLIGIBLE | First aid or minor medical treatment; minor system impairment |

## SECTION III - ORDERS

1. **ORDERS GROUP**

    a. **Platoon orders –** at a minimum, the following individuals will attend platoon orders:
        (1) Platoon leader
        (2) Platoon sergeant
        (3) Squad leaders
        (4) Platoon FO
        (5) PLT Medic
        (6) Attachment leaders

    b. **Squad orders –** at a minimum, the following individuals will attend squad
        (1) Squad leader
        (2) Team leaders

2. **ORDERS FORMATS**

    a. **Warning order (WARNOs do not have to follow a specific format, but the 5 paragraph OPORD format is a good guide)**
        (1) Situation
        (2) Mission
        (3) Execution
            (a) Concept
            (b) Time Schedule
            (c) Rehearsal
            (d) Tasks to Subordinates
        (4) Service Support
        (5) Command and Signal

    b. **Fragmentary order (FRAGO) -** The format for a FRAGO is that portion of the current OPORD that has changed. If significant changes have occurred since the last OPORD, a new OPORD should be prepared.

    c. **<u>Squad</u> Operation Order**
        (1) Situation
            (a) Enemy
            (b) Friendly
            (c) Attachments and Detachments
        (2) Mission
            (a) Who, What, When, Where, Why
        (3) Execution
            (a) Concept of the Operation
                1. Scheme of Maneuver
                2. Fire Support
            (b) Fire Team Tasks
            (c) Coordinating Instructions
            (d) Safety
        (4) Service Support
        (5) Command and Signal

d. **<u>Platoon</u> Operation Order**

(1) Situation

(a) Enemy Forces

1. Disposition, composition, and strength
2. Capabilities
3. Most probable course of action

(b) Friendly Forces

1. Higher Unit
2. Left Unit's Mission
3. Right Unit's Mission
4. Forward Unit's Mission
5. Mission of Unit in Reserve or Following
6. Units in Support or Reinforcing Higher Unit

(c) Attachments and Detachments

(2) Mission Task and Purpose (Who, What, When, Where, Why)

(3) Execution – Intent (Expanded Purpose – Key Tasks - Endstate)

(a) Concept of the Operation - How unit will accomplish the mission.

1. Maneuver - Designate main effort and ID tasks
2. Fires - Concept of fire support, address priority of fires, priority targets, and restrictive control measures.
3. Additional combat support elements - Concept of employment and priority of effort.

(b) Tasks to Maneuver Units - Tasks and purpose for each.

(c) Tasks to combat support units

(d) Coordinating Instructions

1. Priority intelligence requirements and report tasks
2. MOPP level
3. Troop safety and operational exposure guide
4. Engagement and disengagement criteria and instructions
5. Fire distribution and control measures
6. Consolidation and reorganization instructions
7. Reporting requirements
8. Specified tasks that pertain to more than one
9. Rules of engagement
10. Order of march and other MMNT procedures

(e) Safety

(4) Service Support

(a) General - Provide trains location, Casualty and damaged equipment collection points, and routes to and from them.

(b) Material and services

1. Supply
   a. --Class I – Subsistence
   b. --Class II - Clothing, individual equip., tools and tent packages
   c. --Class III - Petroleum, oil, and lubricants
   d. --Class IV - Construction Materials
   e. --Class V – Ammunition
   f. --Class VI - Personal demand items
   g. --Class VII - Major end items
   h. --Class VIII - Medical Supplies
   i. --Class IX - Repair parts
2. Transportation - Schedule and distribution

3. Services - Type, designation, location.
4. Maintenance
5. Medical evacuation (See appendix 3 Annex J)

(c) Personnel - EPW collection point and handling instructions.

(d) Miscellaneous

(5) Command and Signal

(a) Command

1. Location of higher unit commander and CP
2. Location of unit leader or CP
3. Location of second in command or alternate CP
4. Succession of command - During combat, any member of the platoon may be required to assume command. Frequently, the platoon FO or RATELO may need to continue operations and direct the operation until the chain of command can be reestablished. Under normal conditions, the platoon succession of command will be:
    a. Platoon leader
    b. Platoon sergeant
    c. Main effort squad leader
    d. Supporting effort squad leaders by rank

(b) Signal

1. SOI index in effect
2. Listening silence if applicable
3. Methods of communication in priority
4. Emergency signals
5. Code words

## CHAPTER 3 – OPERATIONS

## SECTION I – FIRE CONTROL AND DISTRIBUTION

1. **Fire control measures**
    a. **Terrain-Based**
        (1) Target Reference Point (TRP)
        (2) Engagement Area (EA)
        (3) Sector of Fire
        (4) Maximum Engagement Line (MEL)
        (5) Final Protective Line (FPL)
        (6) Principle Direction of Fire (PDF)
        (7) Final Protective Fire (FPF)
        (8) Restrictive Firing Line
    b. Threat-**Based**
        (1) Fire Patterns
        (2) Engagement Priorities
        (3) Weapons Ready Posture
        (4) Weapons Control Status
        (5) Trigger
        (6) Weapons Safety Posture
    c. **Rules of engagement**
    d. **Machine Guns**
        (1) Leaders position machine guns to—
            (a) Concentrate fires where they want to kill the enemy
            (b) Fire across the platoon front
            (c) Cover obstacles by fire
            (d) Tie-in with adjacent units
        (2) The following definitions apply to the employment of machine guns.
            (a) Grazing fire
            (b) Dead space
            (c) Final protective line
            (d) Platoon machine guns have the following target priority
                1. The FPF, if directed
                2. The most dangerous or threatening target
                3. Groups of dismounted infantry in primary sector
                4. Enemy crew-served weapons
                5. Groups of dismounted infantry in secondary sector
                6. Unarmored command and control vehicles

2. **Engagement Techniques**
    a. Point Fire
    b. Area Fire
    c. Volley Fire
    d. Alternating Fire
    e. Sequential Fire
    f. Observed Fire
    g. Time of Suppression
    h. Reconnaissance by Fire

3. **Elements of a Fire Command**

a. **Alert.** The leader designates which weapon(s) is to fire by weapon type, Soldier's position, or Soldier's name.
b. **Location.** The leader guides the Soldier onto the target.
c. **Target Description.** The leader identifies the target. For multiple targets, he also tells which target to engage first.
d. **Method of Engagement.** The leader tells the Soldier how to deliver the fire onto the target.
e. **Ammunition.** The leader tells the Soldier which ammunition to use if munitions are other than HE (this applies to M203 only).
f. **Execution (Time).** The leader reconfirms that the target is hostile, then gives an execution command.

## SECTION II – RANGE CARDS AND SECTOR SKETCHES

1. **RANGE CARDS**
    a. The marginal information at the top of the card is listed as follows
        (1) SQD, PLT CO. The squad, platoon, and company designations are listed. Units higher than company are not listed.
        (2) MAGNETIC NORTH. The range card is oriented with the terrain and the direction of magnetic north arrow is drawn.
    b. The gunner's sector of fire is drawn in the sector sketch section. It is not drawn to scale, but the data referring to the targets must be accurate.
        (1) The weapon symbol is drawn in the center of the small circle.
        (2) Left and right limits are drawn from the position. A circled "L" and "R" are placed at the end of the appropriate limit lines.
        (3) The value of each circle is determined by using a terrain feature farthest from the position that is within the weapon's capability. The distance to the terrain is determined and rounded off to the next even hundredth, if necessary. The maximum number of circles that will divide evenly into the distance is determined and divided. The result is the value for each circle. The terrain feature is then drawn on the appropriate circle.
        (4) All TRPs and reference points are drawn in the sector. They are numbered consecutively and circled.
        (5) Dead space is drawn in the sector.
        (6) A maximum engagement line is drawn on range cards for anti-armor weapons.
        (7) The weapon reference point is numbered last. The location is given a six-digit grid coordinate. When there is no terrain feature to be designated, the location is shown as an eight-digit grid coordinate.
    c. The data section is filled in as follows.
        (1) POSITION IDENTIFICATION. The position is identified as primary alternate, or supplementary.
        (2) DATE. The date and time the range card was completed is entered.
        (3) WEAPON. The weapon block indicates the weapons used.
        (4) EACH CIRCLE EQUALS _____ METERS. Write in the distance in meters between circles.
        (5) NO. Starting with left and right limits TRPs and reference points are listed in numerical order.
        (6) DIRECTION/DEFLECTION. The direction is listed in degrees. The deflection is listed in mils.
        (7) ELEVATION. The elevation is listed in mils.
        (8) RANGE. The distance in meters from the position [to the left and right limits and TRPs and reference points.
        (9) AMMO. The type of ammunition used is listed.
        (10) DESCRIPTION. The name of the object is listed for example, farmhouse, wood line, and hilltop.
        (11) REMARKS. The weapon reference point data and any additional information are listed.

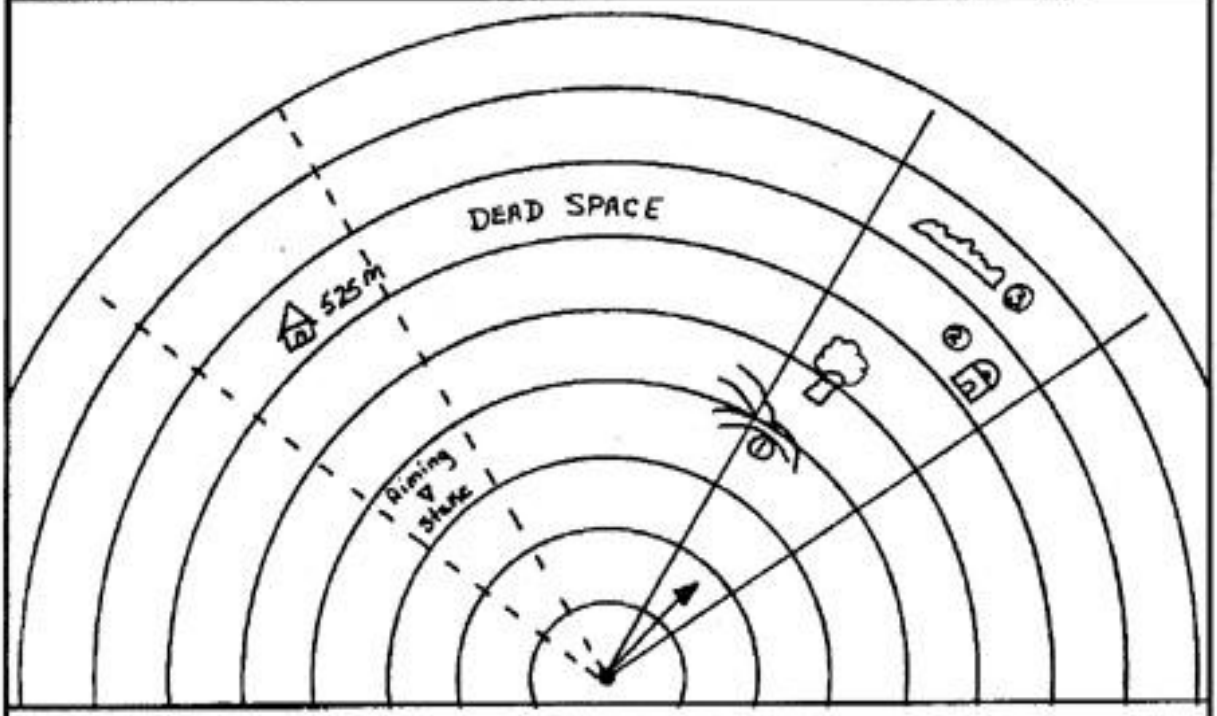
## STANDARD RANGE CARD

For use of this form see FM 7-7J. The proponent agency is TRADOC.

SQD 3d
PLT 2d
CO B

May be used for all types of direct fire weapons.

MAGNETIC NORTH




### DATA SECTION

POSITION IDENTIFICATION: GL0845038

DATE: 12 Oct 01

WEAPON: M60 #2

EACH CIRCLE EQUALS METERS: 100

| NO. | DIRECTION/ DEFLECTION | ELEVATION | RANGE | AMMO | DESCRIPTION |
|---|---|---|---|---|---|
| 1 | L 035 | 0/24 | 400 | | PDF (wooded road junction) |
| 2 | R 375 | -50/15 | 625 | | Barn |
| 3 | R 175 | -50/40 | 725 | | Hedgerow |
| | | | | | |
| | | | | | |
| | | | | | |

REMARKS: (1) TW 17 A30
(2) TW 3/L3
(3) TW 7/A3

DA FORM 6517-R, FEB 1986

USAPA V1.00

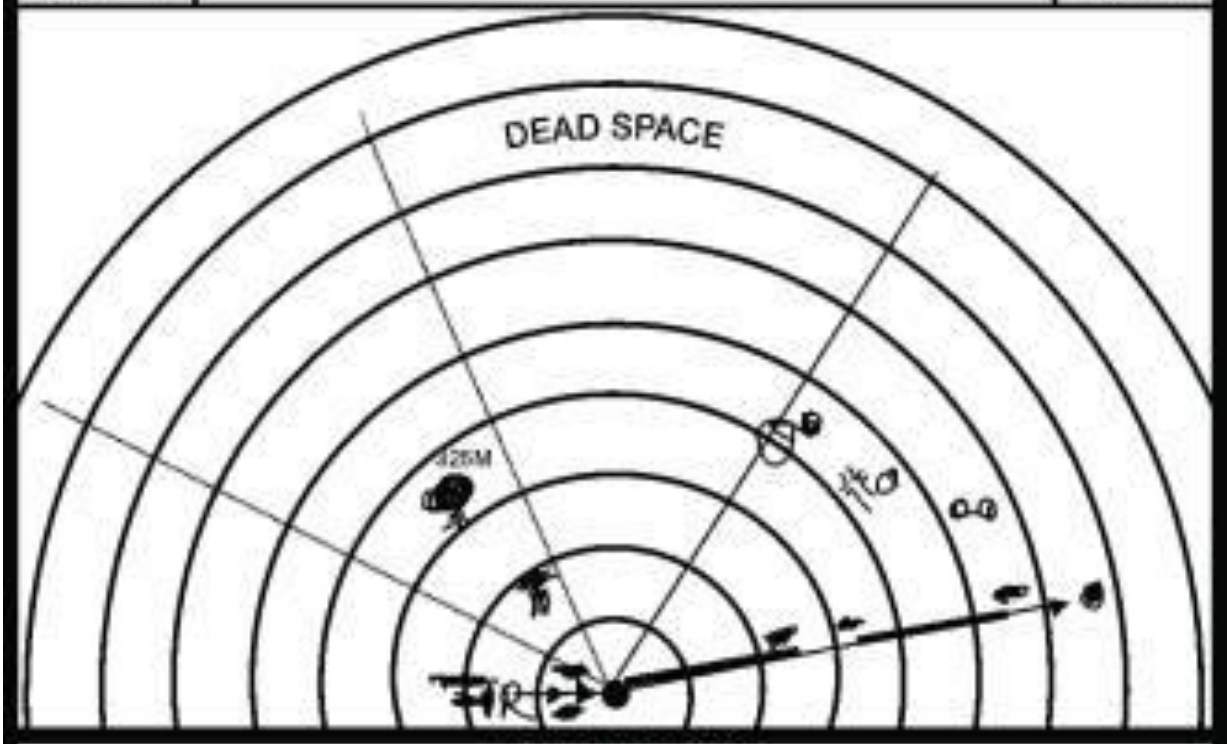
# STANDARD RANGE CARD

For use of this form see FM 7-72. The proponent agency is TRADOC

SOD 20
PLT 20
CO ___

May be used for all types of direct fire weapons

MAGNETIC NORTH




## DATA SECTION

POSITION IDENTIFICATION: FL93668141 | DATE: 20 APRIL

WEAPON: M60 | EACH CIRCLE EQUALS METERS: 100

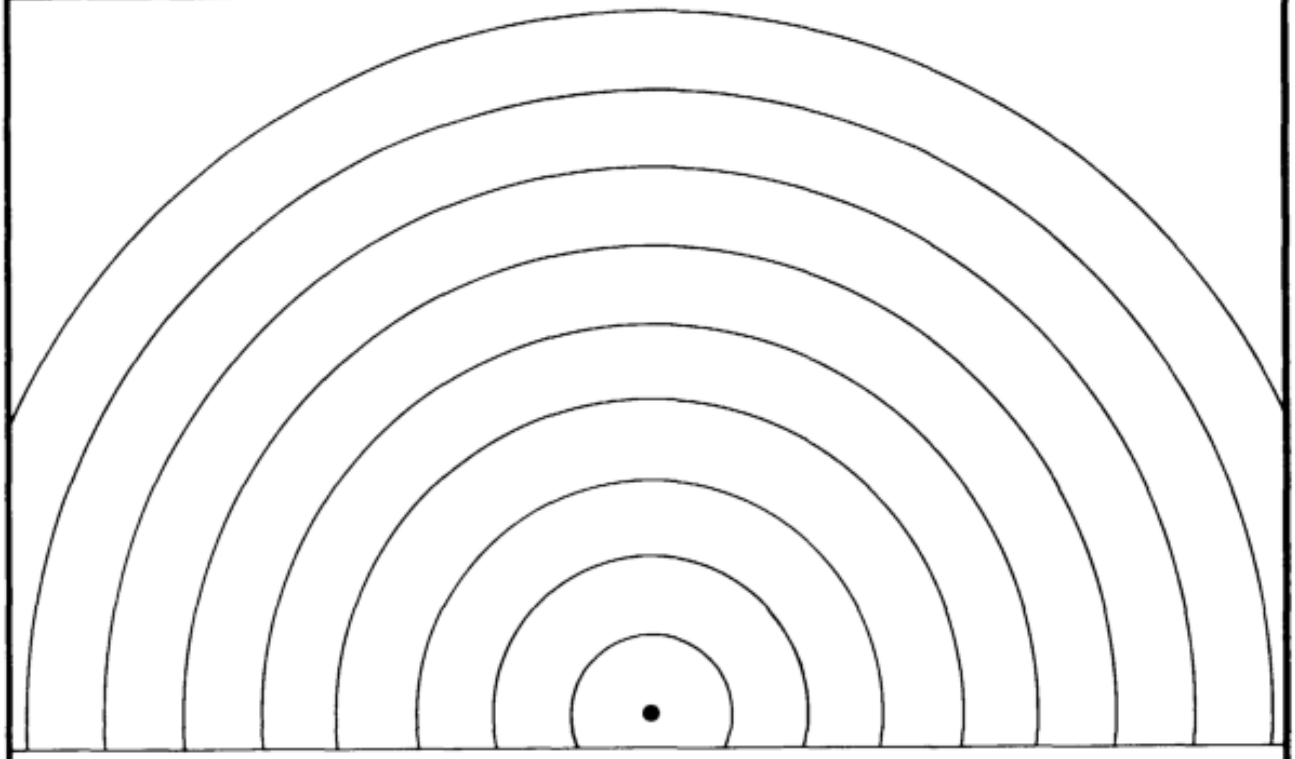
| NO. | DIRECTION/ DEFLECTION | ELEVATION | RANGE | AMMO | DESCRIPTION |
|---|---|---|---|---|---|
| 1 | - | +50/3 | 550 | | FPL |
| 2 | R275 | +50/45 | 525 | | BARN |
| 3 | L102 | 0/28 | 425 | | ROAD JUNCTION |
| 4 | L370 | 0/12 | 375 | | BOULDER |
| | | | | | |
| | | | | | |

REMARKS: 0-4
0 TW15/L8

# STANDARD RANGE CARD

For use of this form see FM 7-8. The proponent agency is TRADOC

| SQD ____<br>PLT ____<br>CO ____ | May be used for all types of direct fire weapons. | MAGNETIC NORTH |
|---|---|---|



## DATA SECTION

| POSITION IDENTIFICATION | DATE |
|---|---|
| WEAPON | EACH CIRCLE EQUALS _____ METERS |

| NO. | DIRECTION/ DEFLECTION | ELEVATION | RANGE | AMMO | DESCRIPTION |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

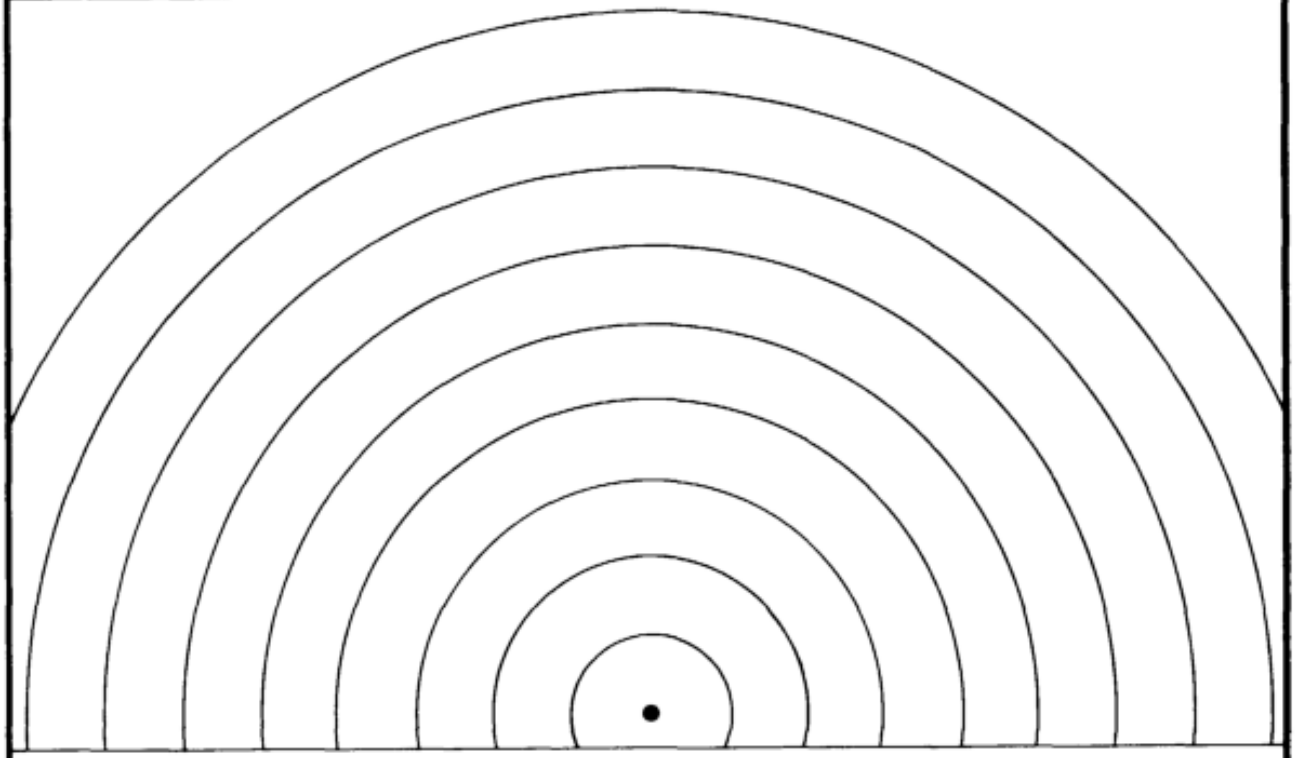
REMARKS:

DA FORM 5517-R, FEB 86

# STANDARD RANGE CARD

For use of this form see FM 7-8. The proponent agency is TRADOC

| | | |
|---|---|---|
| SQD____<br>PLT ____<br>CO ____ | May be used for all types of direct fire weapons. | MAGNETIC NORTH |



## DATA SECTION

| | |
|---|---|
| POSITION IDENTIFICATION | DATE |
| WEAPON | EACH CIRCLE EQUALS _____ METERS |

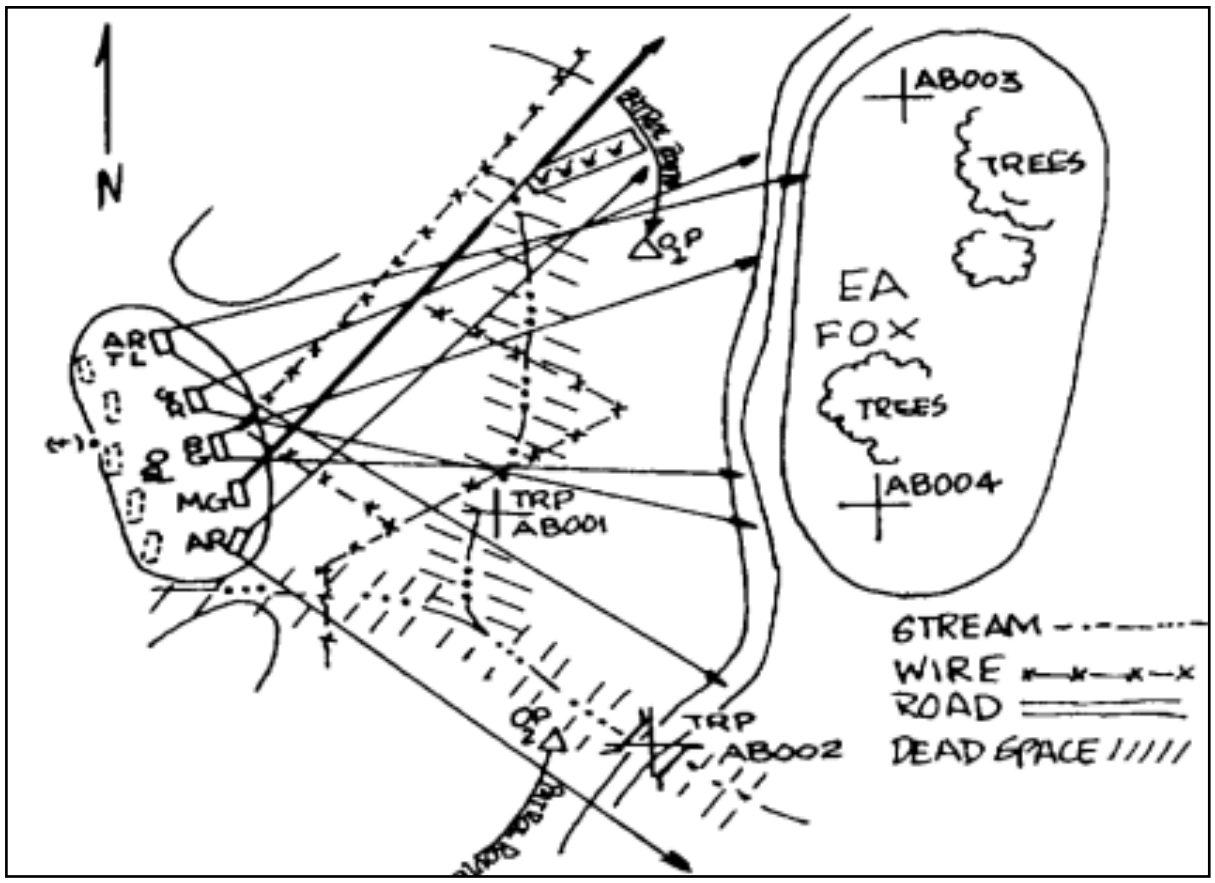
| NO. | DIRECTION/ DEFLECTION | ELEVATION | RANGE | AMMO | DESCRIPTION |
|---|---|---|---|---|---|
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

REMARKS:

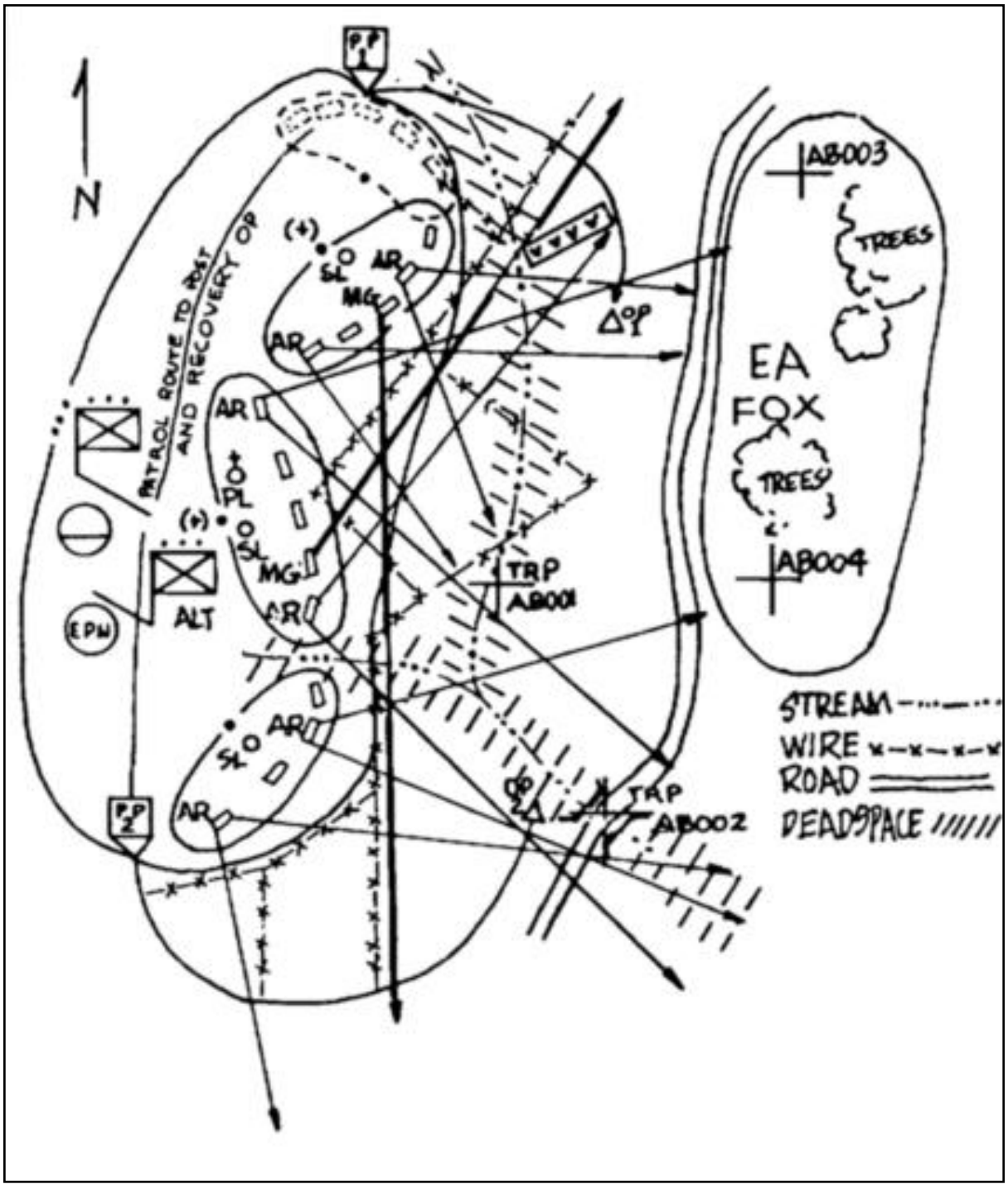
DA FORM 5517-R, FEB 86

2. SECTOR SKETCHES

a. Squad sector sketches - The squad leaders prepare an original and one copy of the sector sketch. The original remains in the squad CP, and the copy is turned in to the platoon leader. As a minimum, the squad sector sketch includes:
   (1) Key terrain within the squad sector.
   (2) Each individual fighting position and its primary and secondary sectors of fire.
   (3) Key weapons positions and their primary sector of fire, secondary sector of fire, and any fire control measures.
   (4) All CP and OP locations.
   (5) All dead space within the squad sector.
   (6) Any obstacles and mines within the squad sector.

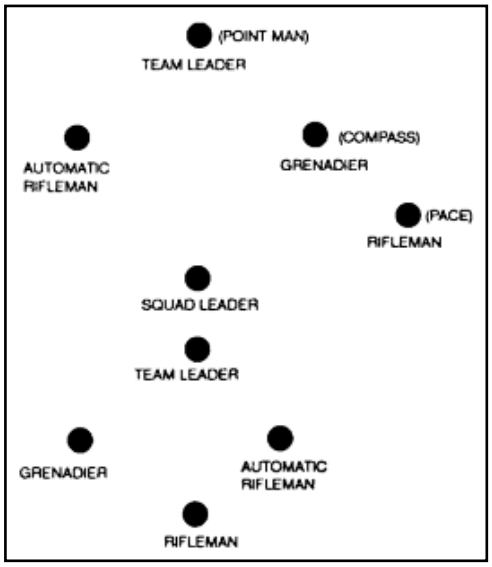



b. Platoon sector sketches - The platoon leader prepares an original and one copy of the sector sketch. The original remains in the platoon CP, and the copy is turned in to the company commander. As a minimum, the platoon sector sketch includes:
   (1) Squad positions and sectors of fire.
   (2) Key weapons positions and their sectors of fire and fire control measures.
   (3) CPs (Command Post), OPs (Observation Post), and patrol routes.
   (4) Platoon maximum engagement lines.
   (5) All dead space within the platoon sector.
   (6) All mines and obstacles within the platoon sector.
   (7) Any TRPs or FPFs (Final Protective Fires) within he platoon sector.


N
PATROL ROUTE TO POST AND RECOVERY OP
P.P 1
P.P 2
(+)
SL
MG
AR
PL
ALT
EPW
OP
TRP AB001
TRP AB002
AB003
TREES
EA FOX
TREES
AB004
STREAM
WIRE
ROAD
DEADSPACE

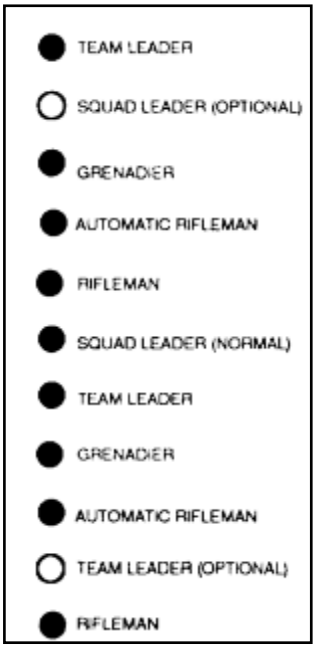
## SECTION III - MOVEMENT

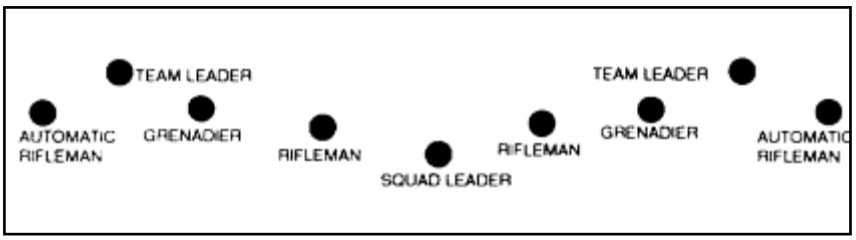
1. **MOVEMENT**
   a. **Formation -** Leaders choose the formation based on their analysis of METT-TC and likelihood of enemy contact.
      (1) **Fire team formations -** All soldiers in the team must be able to see their leader.
         (a) **Wedge** - This is the basic fire team formation; it will 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.
4. Additional control over the rear of the formation can be provided by moving a team leader to the last 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.

2. **ACTIONS AT 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.

a. During halts of 30 seconds or less, the soldiers drop to one knee and cover their assigned sector.

b. During halts longer than 30 seconds, a cigar-shaped perimeter is formed, and the soldiers assume the prone position.

## SECTION IV - COMMUNICATION

1. **GENERAL -** The three primary means of communication available to the infantry platoon are radio, wire, and messenger. Normally, the platoon uses one or all of these during an operation. Additionally, the platoon leader plans an alternate means of communication in case the primary means fails.

    a. **Radio -** Radio is the least secure means of communication. Radio is susceptible to interception and jamming. Proper radio procedures must be used to reduce the enemy's opportunity to hamper radio communications.
        (1) **Radio procedures**:
            (a) Change frequencies and call signs IAW unit SOI (Signal Operating Instructions)
            (b) Use established formats to expedite transmissions such as SALUTE

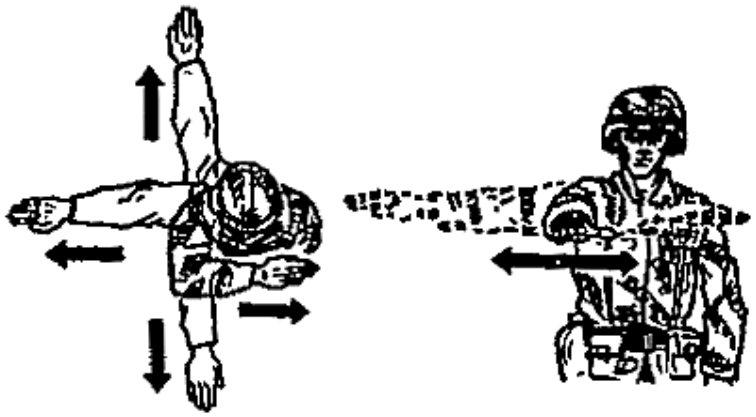
    b. **Messenger -** Messenger is the most secure means of communications. Messengers should vary their routes and schedules. Platoon leaders weigh the risk associated with using messengers. Although secure, messengers are the slowest form of communication.

2. **CODE WORDS AND SIGNALS**

    a. **Code Words -** Code words are used for a multitude of reasons:
        (1) To speed up communications
        (2) Add a degree of security
        (3) Help with command and control
        (4) Code words are usually established during tactical operations for (but not limited to) objectives, phase lines, check points, link ups, and so forth.

    b. **Signals -** Signals can be used in many forms on any operation. Signals are usually either audio or visual. The key to the use of signals is ensuring **everyone** is aware of the signal and it's meaning, (See FM 21-60 extracts below, figure numbers correspond directly to FM 21-60)

(1) **DISPERSE -** Extend either arm vertically overhead; wave the arm and hand to the front, left, right, and rear with the palm toward the direction of each movement. (Figure 2-29)



(2) **ASSEMBLE or RALLY –** Raise the arm vertically overhead, palm to the front, and wave in large, horizontal circles. NOTE: Signal is normally followed by the signaler pointing to the assembly or rally site. (Figure 2-30)

(3) **JOIN ME, FOLLOW ME, or COME FORWARD –** Point toward person(s) or unit(s); beckon by holding the arm horizontally to the front, palm up, and motioning toward the body. (Figure 2-31)

(4) **INCREASE SPEED, DOUBLE TIME, or RUSH –** Raise the fist to the shoulder; thrust the fist up-ward to the full extent of the arm and back to shoulder level, do this rapidly several times. (Figure 2-33)

(5) **QUICK TIME –** Extend the arm horizontally sideward, palm to the front, and wave the arm slightly downward several times, keeping the arm straight. Do not move the arm above the horizontal. (Figure 2-34)

(6) **ENEMY IN SIGHT -** Hold the rifle in the ready position at shoulder level. Point the rifle in the direction of the enemy. (Figure 2-35)

(7) **TAKE COVER –** Extend the arm at a 45-degree angle from the side, above the horizontal, palm down, and then lower the arm to the side. (Figure 2-36)

(8) **WEDGE –** Extend arms downward and to the sides at an angle of 45-degrees below the horizontal, palms to the front. (Figure 2-37)

(9) **VEE –** Raise the arms and extend them 45-degrees above the horizontal. (Figure 2-38)

(10) **LINE –** Extend the arms parallel to the ground. (Figure 2-39)

(11) **COIL –** Raise one arm above the head and rotate it in a small circle. (Figure 2-40)

(12) **ECHELON LEFT –** Extend the right arm and raise it 45-degrees above the shoulder. Extend the left arm 45-degrees below the horizon and point toward the ground. (Figure 2-41)

(13) **ECHELON RIGHT –** Extend the left arm and raise it 45-degrees above the shoulder. Extend the right arm 45-degrees below the horizon and point toward the ground. (Figure 2-42)

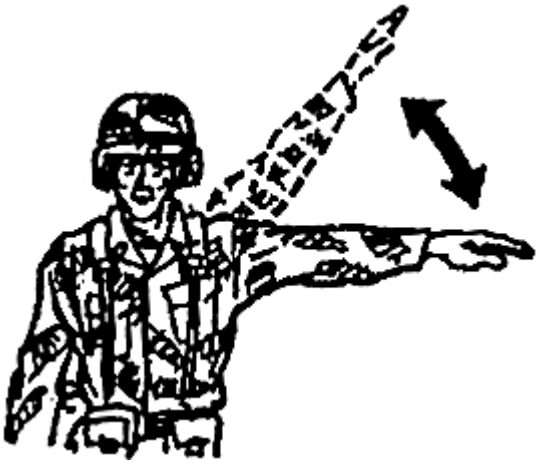
(14) **STAGGERED COLUMN –** Extend the arms so that upper arms are parallel to the ground and the forearms are perpendicular. Raise the arms so they are fully extended above the head. Repeat. (Figure 2-43)

(15) **COLUMN –** Raise and extend the arm overhead. Move it to the right and left. Continue until the formation is executed. (Figure 2-44)

(16) **TRAVELING –** Extend the arm overhead and swing it in a circle from the shoulder. (Figure 2-46)

(17) **TRAVELING OVERWATCH –** Extend both arms and raise them up and down. (Figure 2-47)

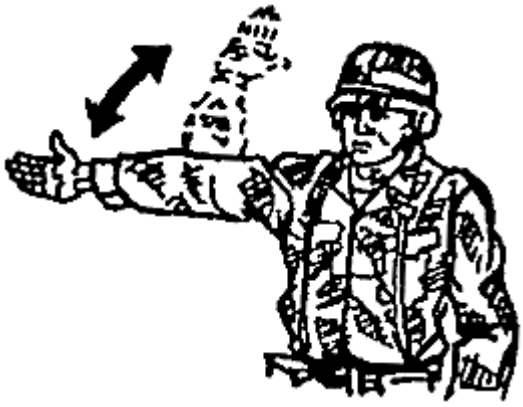
(18) **BOUNDING OVERWATCH, COVER MY MOVE –** Extend one arm to a 45-degree angle. Bend the arm and tap the helmet. Repeat. (Figure 2-48)



(19) **MOVE TO LEFT –** Extend the arm to the left and raise it up and down. (Figure 2-49)

(20) **MOVE TO RIGHT –** Extend the arm to the right and raise it up and down. (Figure 2-50)

(21) **CONTACT LEFT –** Extend the left arm parallel to the ground. Bend the arm until the forearm is perpendicular. Repeat. (Figure 2-51)

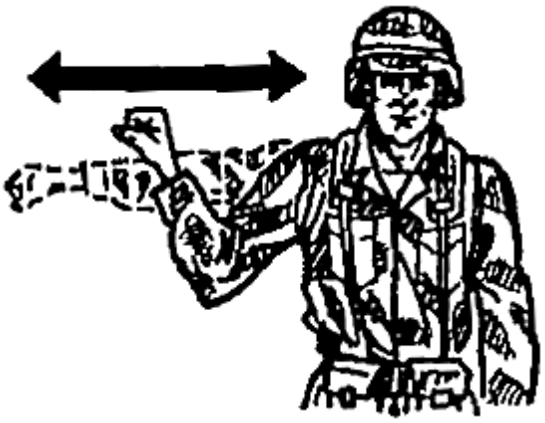


(22) **CONTACT RIGHT –** Extend the right arm parallel to the ground. Bend the arm until the forearm is perpendicular. Repeat. (Figure 2-52)

(23) **ACTION LEFT –** Extend both arms parallel to the ground. Raise the right arm until it is overhead. Repeat. (Figure 2-53)

(24) **ACTION RIGHT–** Extend both arms parallel to the ground. Raise the left arm until it is overhead. Repeat. (Figure 2-54)

(25) **ACTION (FRONT, RIGHT, LEFT, or REAR), FIGHT ON FOOT, or ASSAULT FIRE (DISMOUNTED TROOPS) –** Raise the fist to shoulder level and thrust it several times in the desired direction of action. (Figure 2-55)



(26) **NUCLEAR, BIOLOGICAL, CHEMICAL ATTACK –** Extend the arms and fists. Bend the arms to the shoulders. Repeat. (Figure 2-57)

(27) **MAP CHECK –** Point at the palm of one hand with the Index finger of the other hand. (Figure 2-58)

(28) **PACE COUNT –** Tap the heel of boot repeatedly with an open hand. (Figure 2-59)

(29) **RADIOTELEPHONE OPERATOR FORWARD –** Raise the hand to the ear with the thumb and little finger extended. (Figure 2-60)

(30) **HEAD COUNT –** Tap the back of the helmet repeatedly with an open hand. (Figure 2-61)

(31) **DANGER AREA –** Draw the right hand, palm down, across the neck in a throat-cutting motion from left to right. (Figure 2-62)

(32) **FREEZE –** Raise the fist to head level. (Figure 2-63)

## SECTION V - REPORTS

1. **SALUTE –**
    a. Size
    b. Activity
    c. Location
    d. Unit/uniform
    e. Time
    f. Equipment

2. **SITREP -** (situation report) given IAW OPORD

3. **ACE -** normally, team leaders give ACE reports to the squad leader and the squad leaders give them to the platoon sergeant after contact with the enemy
    a. Ammunition
    b. Casualty
    c. Equipment

4. **Logistics -** team leaders and squad leaders report twice daily up the chain of command

5. **Sensitive item -** status reported by team leaders and squad leaders up the chain of command twice daily

6. **Personnel status -** team leaders and squad leaders report twice daily. Normally, reports are given at stand-to and before nightfall.

7. **AAR** - After Action Report
    a. **Key Points –**
        (1) Are conducted during or immediately after each event.
        (2) Focus on intended training objectives.
        (3) Focus on soldier, leader, and unit performance.
        (4) Involve all participants in the discussion.
        (5) Use open-ended questions.
        (6) Are related to specific standards.
        (7) Determine strengths and weaknesses.
        (8) Link performance to subsequent training.
    b. **Format**
        (1) Introduction and rules.
        (2) Review of training objectives.
        (3) Commander's mission and intent (what was supposed to happen).
        (4) Opposing force (OPFOR) commander's mission and intent (when appropriate).
        (5) Relevant doctrine and tactics, techniques, and procedures (TTPs).
        (6) Summary of recent events (what happened).
        (7) Discussion of key issues (why it happened and how to improve).
        (8) Discussion of optional issues.
        (9) Discussion of force protection issues (discussed throughout).
        (10) Closing comments (summary).

## SECTION VI – WEAPONS HANDLING

1. Basic Tenets:
    a. Weapons on safe until target is identified and acquired
    b. Muzzle Awareness
    c. Finger outside of trigger well until sight are on the target
    d. Every weapon is ALWAYS treated as loaded

2. Weapons Readiness
    a. GREEN:
        (1) Weapon on Safe
        (2) **Empty Magazine** inserted in weapon
        (3) Bolt forward, ejection port cover closed
    b. AMBER:
        (1) Weapon on Safe
        (2) **Magazine with ammunition** inserted in weapon
        (3) Bolt forward, **NO round in chamber**, ejection port cover closed.
    c. RED:
        (1) Weapon on safe
        (2) **Magazine with ammunition** inserted in weapon
        (3) **Round chambered**, ejection port cover closed.

3. Clearing the M16/A1, M16/A2, or M4 Rifle -
    a. Point the weapon in a safe direction. Place the selector lever on safe.
    b. Remove the magazine
    c. Lock the bolt to the rear
    d. Inspect the chamber and receiver areas for ammunition
    e. With the selector switch on safe, allow the bolt to go forward.

## CHAPTER 4 – PATROLLING

### SECTION I – PLANNING

1. **ORGANIZATION:**
    a. Headquarters Element
    b. Assault element
    c. Support element
    d. Aid and Litter Team
    e. Enemy Prisoner of War Team
    f. Surveillance Team
    g. Demo Team
    h. Enroute Recorder
    i. Compass Man
    j. Pace Man
    k. Breach Team

2. **INITIAL PLANNING and COORDINATION:**
    a. With Higher HQ
        (1) Changes or updates in the enemy situation
        (2) Best use of terrain for routes, rally points, and patrol bases
        (3) Light and weather data
        (4) Changes in friendly situation
        (5) The attachment of soldiers with special skills or equipment (engineers, sniper teams, scout dog teams, FOs, or interpreters)
        (6) Use and location of landing or pickup zones
        (7) Departure and reentry of friendly lines
        (8) Fire support on the objective and along the planned routes
        (9) Rehearsal area and times
        (10) Special equipment and ammunition requirements
        (11) Transportation support, including transportation to and from the rehearsal site
        (12) Signal plan-call signs, frequencies, code words, pyrotechnics, and challenge and password
    b. With FFU
    c. Adjacent Patrol Leaders

3. **COMPLETION OF THE PLAN:**
    a. Essential and Supporting Tasks
    b. Key Travel and Execution Times
    c. Primary and Alternate Routes
    d. Signals
    e. Challenge and Password Forward of Friendly Line
    f. Location of Leaders
    g. Actions on Enemy Contact

4. **DEPARTURE FROM FRIENDLY LINES**
    a. Coordination
        (1) Additional information on terrain just outside the friendly unit lines
        (2) Known or suspected enemy positions in the near vicinity
        (3) Likely enemy ambush sites
        (4) Latest enemy activity
        (5) Detailed information on friendly positions, obstacles, and Ops

(6) Friendly unit fire plan
(7) Support the unit can provide (fire support, litter teams, guides, communications, and reaction force)

b. Planning
(1) Making contact with friendly guides at the contact point
(2) Moving to a coordinated initial rally point just inside friendly lines
(3) Completing final coordination
(4) Moving to and through the passage point
(5) Establishing a security-listening halt beyond the friendly unit's final protective fires

5. **RALLY POINTS**
a. Selection of Rally Points
(1) Easy to recognize on the ground
(2) Cover and concealment
(3) Away from natural lines of drift
(4) Defendable for short periods
b. Types of Rally Points
(1) Initial Rally Point
(2) En Route Rally Point
(3) Objective Rally Point
(4) Reentry Rally Point
(5) Near and Far - Side Rally Points

## SECTION II – TYPES OF PATROLS

1. RECONNAISSANCE PATROL

    a. Area Reconnaissance – to obtain information about specified location and the area around it. The platoon or squad uses surveillance or vantage-points around the objective from which to observe it and surrounding area.
    b. Zone Reconnaissance – to obtain information on enemy, terrain, and routes within a specified zone. Techniques include the use of moving elements, stationary teams, or a series of area reconnaissance actions.
    c. Route Reconnaissance – to obtain detailed information about one route and all the adjacent terrain or to locate sites for emplacing obstacles.

2. COMBAT PATROL

    a. Ambush
    b. Hasty Ambush – when visual contact is made with an enemy force and you have enough time to establish an ambush without being detected.
    c. Deliberate Ambush – conducted against a specific target at a predetermined location.
    d. Point Ambush – soldiers deploy to attack an enemy in a single location.
    e. Area Ambush – soldiers deploy to attack the enemy in two or more related point ambushes.
    f. Anti-armor Ambush - to destroy one or two armor vehicles
    g. Raid – operation to attack a position or installation followed by a planned withdrawal.
    h. Security – Sent out from a unit location when the unit is stationary or during a halt to search the local area.

## SECTION III – ASSEMBLY AREAS, PATROL BASES, AND LINKUP

1. **ASSEMBLY AREA* –**When directed to occupy an assembly area, the platoon leader designates a quartering party. Each squad will provide two men for the quartering party. The platoon sergeant or selected NCO will be in charge of the quartering party.
    a. The quartering party reconnoiters the assembly area to ensure no enemy are present and to establish initial security.
    b. The quartering party determines initial positions for all platoon elements.
    c. The quartering party provides security by forcing enemy reconnaissance probes to withdraw and providing early warning of an enemy attack.
    d. As the platoon clears the release point, quartering party members, waiting in covered and concealed positions, move out and guide the platoon to its initial position without halting.
    e. The platoon establishes and maintains local security. The platoon leader assigns each squad a sector of the perimeter to ensure mutual support and to cover all gaps by observation and fire. The platoon leader designates OPs and squad leaders select OP personnel. OPs have communications with the platoon CP. OPs warn the platoon of enemy approach before the platoon is attacked.
    f. The platoon leader establishes a priority of work
        (1) Positioning of crew-served weapons, chemical agent alarms, and designating PDF, FPL, and FPFs.
        (2) Constructing individual and crew served fighting positions.
        (3) Setting up wire communications between the squads and the platoon CP. (Radio silence is observed by the platoon)
        (4) Preparing range cards.
        (5) Camouflaging positions
        (6) Clearing fields of fire
        (7) Distributing ammo, rations, water, supplies, and special equipment.
        (8) Conducting preventative checks and services on weapons and equipment.
        (9) Inspecting platoon members and equipment.
        (10) Rehearsing critical aspects of the upcoming mission.
        (11) Test firing small - arms weapons (As tactical situation permits).
        (12) Conducting personal hygiene and field sanitation.
        (13) Instituting a rest plan.
        (14) Completing the work priorities as time permits.
    g. The platoon leader conducts adjacent unit coordination. The platoon leader assigns security patrols, if applicable. The platoon leader establishes responsibility for the overlapping enemy avenues of approach between adjacent squads and platoons. The leaders ensure there are no gaps between elements. The platoon leader exchanges information on OP locations and signals. The platoon leader coordinates counterattacks.
    h. The platoon leader forwards a copy of the sector sketch to the company commander and keeps one for platoon use.

2. **PATROL BASE** –** 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.
3. **LINKUP*** -** A linkup is a meeting of friendly ground forces. Linkups depend on control, detailed planning, and stealth. Linkup procedure begins as the unit moves to the linkup point. The steps of this procedure are:

    a. If using radio communications, the platoon reports its location using phase lines, checkpoints, or other control measures.

    b. The first squad at the site stops and sets up a linkup rally point about 300 meters from the linkup point.

    c. The first squad sends a security team to find the exact location of the linkup point.

    d. The security team clears the immediate area around the linkup point. It then marks the linkup point with the coordinated recognition signal. The team moves to a covered and concealed position and observes the linkup point and immediate area around it.

    e. The next unit approaching the site repeats steps one through three when its security team arrives at the site and spots the coordinated linkup point recognition signal, it gives the far recognition signal.

    f. The first security team responds, and the second team advances to the first team's location. The teams exchange near recognition signals.

    g. If entire units must link up, the second team returns to its unit's rally point and brings the unit forward to the linkup point. The first security team guides the entire second unit to the linkup rally point. Both teams are integrated into the security perimeter.

    h. When more than two units use the same linkup point, the first unit leaves a security team at the linkup point. They repeat the linkup procedure as other units arrive.

## SECTION IV – PRINCIPLES OF URBAN MOVEMENT

As published in: CALL Newsletter No. 03-4; May 03

1. **Security**: Just as with patrolling, operations in urban terrain require 360 degree security. Move importantly, you must take into account the 3-D aspect of the urban environment (i.e. sewers, rooftops, etc.)

2. **Coordinated Fires and Movement**: Individuals and fire teams must coordinate their fire and movement to maintain security, avoid fratricide, and provide mutual support.

3. **Communications**: As with any military operation, communications between maneuvering elements is vital. Units must be familiar with verbal, non-verbal, and radio communication procedures.

4. **Cover and Concealment**: Cover & concealment must be used whenever possible to protect and hide the movement and activities of the fire team. Consider using all 3 dimensions (sewers, upper floors, etc.). Remember, while smoke may conceal your movements it also shows the enemy your general location and also obstructs your view of the enemy.

5. **Speed**: Both unit and individual actions need to be practiced until they become second nature. Movement must be quick, but deliberate. When moving along a wall, stay at approximately 1 meter away from the wall as human tendency is to fire along the line of the wall.

6. **Momentum**: Continual movement of the assault force is the key to mission success. Halting action only gives the opposition time to regroup or react.

7. **Violence of Action**: Violence of action is essential to quickly neutralize an opposing element.

## SECTION V – REACT TO IED and UXO

1. **React to IED and UXO** - UXO or Unexploded Ordinance are munitions that have been fired, thrown or failed to detonate. They should be treated with care as they are still live and in a very volatile state. UNDER NO CIRCUMSTANCES should untrained soldiers attempt to de-mine, defuse, or neutralize UXOs unless absolutely necessary. CALL EOD using the IED/UXO Report via the IED/UXO Battle Drill:

   **Step 1**. Clear Leave the immediate area: detonation may be imminent, secondary devices may be present.
   **Step 2**. Cordon Establish a perimeter (100m small device up to van-size/ 2000m water truck or semi)
   **Step 3**. Control Maintain visual (Binoculars/scopes) observation to ensure no one tampers with the device; maintain security.
   **Step 4**. Call EOD Immediately or contact your supporting EOD to respond (9 – line IED/UXO Spot Report)

Notes: Drivers that can't stop quickly enough, <100 meters from device should speed up and move through the danger zone as quickly as possible.
Drivers that can stop quick enough, >100 meters, should immediately back away (300 meters)

2. **IED/UXO Report**
   **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 Ordinance: 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 7**. Impact on Mission: Provide a short description of your current tactical situation and how the presence of the UXO affects your status.
   **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.
      (1) Immediate: Stops unit's maneuver and mission capability or threatens critical assets vital to the mission.
      (2) Indirect: Slows the unit's maneuver and mission capability or threatens critical assets important to the mission.
      (3) Minor: Reduces the unit's maneuver and mission capability or threatens non-critical assets of value.
      (4) No Threat: Has little or no effect on the unit's capabilities or assets.

## CHAPTER 5 – QUICK REFERENCES

### SECTION I – FORCE SUSTAINMENT

**SOLDIER'S LOAD -** Determining the soldier's load is a critical leader task. The soldier's load is always METT-TC dependent and must be closely monitored. Soldiers cannot afford to carry unnecessary equipment into the battle. Every contingency cannot be covered. The primary consideration is not how much a soldier can carry, but how much he can carry without impaired combat effectiveness.

1. **SUPPLY -** Policies and procedures are applied for supply requests and resupply operations. Force Sustainment operations are driven by the tactical setting for the infantry platoon. Resupply operations are planned in advance so as to not interfere with combat operations. The team leader and squad leader implement Force Sustainment by inspecting their soldiers for shortages and shortcomings in equipment and supplies. Once the squads have compiled their lists, they report their status to the platoon sergeant who in turn reports his status to the company XO. To standardize resupply operations, requests are submitted to the company XO for resupply.

    a) **Requests and Priority for Resupply**. Leaders must constantly assess the need for resupply, prioritize, and request as required.

2. **MAINTENANCE -** All weapons (daily or more frequently as needed) and equipment are cleaned by the user and inspected by squad leaders.

    a) **Priority for Cleaning and Maintenance**. The priority is mission and situational dependent but will normally be anti-armor, crew-served weapons, and individual weapons.
    b) **Stand-Down for Maintenance**. Stand-down occurs by having no more than 50 percent of the anti-armor and crew-served weapons at any time out of actions for maintenance. The rest of the squads' small-arms weapons will stand-down at no more than 33 percent at one time.
    c) **PMCS Requirements**. All weapons systems and equipment receive an operator's cleaning inspection.
    d) **Evacuation Responsibilities and Procedures**. Once the soldier completes the inspection of his weapons system, the squad leader verifies the work, and if a problem occurs, the squad leader fixes it or informs the platoon sergeant of the problem. The platoon sergeant then consolidates all of the maintenance requests, and informs the company XO during scheduled resupply. The XO evacuates the weapons and equipment to the battalion trains. The XO makes arrangement for a float from higher support.

3. **PERSONNEL**
    a) **Strength Reports**. The platoon's strength is reported at least twice daily on a secure net or land line from the platoon battle roster.
    b) **EPWs and Civilian Internees and Detainees**. All EPWs and civilians are handled IAW with the Law of Land Warfare.

## SECTION II – LEADERSHIP DIMENSIONS

***I. Character:*** **A person's moral and ethical qualities which give a leader motivation to do what is appropriate regardless of circumstances or consequences.**

**1.** ***Army Values***

**LOYALTY (LO):** Bears true faith and allegiance to the Constitution, Army, and Soldiers

**DUTY (DU):** Fulfills professional, legal, and moral obligations

**RESPECT (RE):** Treats others as they should be treated; promotes dignity, consideration, and fairness

**SELFLESS SERVICE (SS):** Places welfare of others and Army priorities before self

**HONOR (HO):** Adheres to the Army's publicly declared code of values

**INTEGRITY (IT):** Does what is legally and morally right; honest in word and deed

**PERSONAL COURAGE (PC):** Faces fear, danger, or adversity; manifests physical and moral courage

**EMPATHY (EP):** The ability to see something from another person's point of view, to identify with and enter into another person's feelings and emotions

**WARRIOR ETHOS (WE):** I will always place the mission first, I will never accept defeat, I will never quit, I will never leave a fallen comrade

***2. Presence*** **-** The impression made on others which contributes to a leader's success; the image that a leader projects

***Military Bearing (MB)*** **-** *Projecting a commanding presence and professional image of authority*

***Physically Fit (PF)*** *- Having sound health, strength, and endurance that supports one's emotional health and conceptual abilities under stress*

***Confident (CF)*** **-** *Projecting self-confidence and certainty; demonstrates composure and poise; calm and collected; possesses self control of emotions*

***Resilient (RS)*** **-** *Showing a tendency to recover quickly while maintaining a mission and organizational focus*

***3. Intellectual Capacity*** **-** The ability to draw on mental tendencies and resources that shape conceptual abilities and impact on effectiveness

**Mental Agility (MA) -** Flexibility of mind, tendency to anticipate or adapt to conditions; improvisation

**Sound Judgment (SJ) -** Assesses situations and draws feasible conclusions; makes sound and timely decisions

**Innovation (IN)** - Ability to introduce something new; original in thoughts and ideas; creative

**Interpersonal Tact (IP) -** Effectively interacts with others; possesses the capacity to understand personal interactions with others; awareness of how others see you

**Domain Knowledge (DK) -** Possessing facts, beliefs, and logical assumptions in relevant areas; technical, tactical, cultural, and geopolitical knowledge

***II. Core Leader Competencies:*** **Works to lead others; develops themselves, their subordinates, and organizations to achieve mission accomplishment**

***1. Leads*** **-** Application of character, presence, intellect, and abilities while guiding others toward a common goal and mission accomplishment

**Leads Others (LD) -** Motivates, inspires, and influences others to take initiative, work toward a common purpose, accomplish critical tasks to achieve unit objectives

**Extends Influence Beyond CoC (EI) -** Uses indirect means to influence others outside normal chain of command; involves diplomacy, negotiation, conflict resolution, and mediation

**Leads by Example (LE) -** Provides the example to others; serves as a role model; maintains high standards in all aspects of behavior and character

**Communicates (CO) -** Clearly expresses ideas to ensure understanding, actively listens to others, and practices effective communication techniques

***2. Develops*** **-** Taking actions to foster teamwork, encourage initiative, and to accept personal responsibility while demonstrating care

**Creates a Positive Environment (CP) -** Creates a positive and ethical environment

**Prepares Self (PS) -** Self-study; self-development toward becoming multi-skilled; ensures preparation for leadership

**Develops Others (DO) -** Encourages and supports others to grow as individuals and teams; prepares others for success; makes the organization more versatile

***3. Achieves*** **-** Sets objectives and focuses on mission accomplishment

**Gets Results (GR) -** Structuring what needs to be done so results are consistently produced; developing and executing plans while providing direction, guidance, and clear priorities towards mission accomplishment; manages the resources required for mission accomplishment

## SECTION III – INFANTRY PLATOON WEAPONS GUIDE

1. **ORGANIC WEAPONS –** weapons that are assigned to the platoon over which the platoon leader has direct
control. All leaders must know how to employ these weapons effectively in all tactical situations (Table 1).

| Weapon | M9 PISTOL | M16A2 | M249 SAW | M203 | M60 | M240B |
|---|---|---|---|---|---|---|
| **Weight (lbs)** | 2.6 | 8.7 | 15.5 | 11 | 23 | 27.6 |
| **Length (in)** | 8.5 | 39 | 41.1 | 39 | 43 | 49 |
| **Max Rng (m)** | 1800 | 3600 | 3600 | 400 | 3750 | 3725 |
| **Arming Rng (m)** | n/a | n/a | n/a | 14 | n/a | n/a |
| **Min Safe Rng (m)** | n/a | n/a | n/a | 31 | n/a | n/a |
| | | | | | | |
| **Effective Rng (m)** | | | | | | |
| **Area** | n/a | 800 | 800 | 350 | 1100 | 1100 |
| **Point** | 50 | 580 | 600 | 160 | 600 | 800 |
| **Moving** | n/a | 200 | n/a | n/a | n/a | n/a |
| | | | | | | |
| **Rate of Fire (rpm)** | | | | | | |
| **Cyclic** | n/a | 700-800 | 800 | n/a | 550 | 650-950 |
| **Rapid** | n/a | n/a | 200* | 35 | 200* | 200* |
| **Sustained** | 60 | 16 | 85 | 35 | 100 | 100 |
| | | | | | | |
| **Ammunition** | Ball | Ball, | Ball, | HE,WP, | Ball, | Ball, |
| | | Tracer, | Tracer, | CS, | Tracer, | Tracer, |
| | | Blank | Blank | ILLUM, | Blank | Blank |
| | | | | BUCK | | |
| | | | | SHOT | | |
| **Basic Load (rds)** | 30 | 210 | 600 | 24 | 900 | 900 |
| | | | | | | |
| *** with barrel change** | | | | | | |

Table 1. Organic Weapons

2. **SUPPORT WEAPONS –** provide the platoon and squad leaders additional firepower. They must know how to effectively integrate the fires of these weapons with the fires of their organic weapons. See Supporting Weapons (Table 2) and Fire Support (Table 3).

| **Weapon** | **M2 (.50 cal)** | **MK 19** | **M 3 RAAWS** |
|---|---|---|---|
| **Weight (lbs)** | 84 | 76 | 22 |
| **Length (in)** | 66 | 43 | 42.6 |
| **Max Rng (m)** | 6765 | 2212 | 1000 |
| **Min Safe Rnge (m)** | n/a | 28 | 50 - HEAT |
| | | | 500 - ILLUM |
| | | | 250 - HE |
| | | | 50 - SMK |
| | | | 50 - TNG |
| | | | |
| **Effective Rng (m)** | | | |
| **Area** | 1830 | 2212 | |
| **Point** | 1200 | 1500 | |
| **Stationary** | n/a | n/a | 700 |
| **Moving** | n/a | n/a | 250 |
| **Back Blast** | | | 60 |
| | | | |
| **Rates of Fire (rpm)** | | | |
| **Cyclic** | 500 | 375 | |
| **Rapid** | 40* | 60 | |
| **Sustained** | 40* | 40 | 6 |
| | | | |
| **Ammunition** | | | |
| **Type** | BALL,AP, | HEDP,HE | HEAT, |
| | TRACER, | TP, | ILLUM, |
| | API, API-T, | BUCK SHOT | HE, SMK, |
| | INCEN, | | TP, TNG |
| | BLANK | | |
| | | | |

Table 2. Supporting Weapons

| Caliber | 60-mm | 81-mm | 81-mm (improved) | 107-mm | 120-mm | 105-mm | 105-mm | 155-mm |
|---|---|---|---|---|---|---|---|---|
| | M224 | M29A1 | M252 | M30 | M285 | M102 | M119 | M198 |
| **Max Rng (HE)(m)** | 3,490 | 4,595 | 5,608 | 6,840 | 7,200 | 11,500 | 14,000 | 18,100 |
| **Planning Rng (m)** | | | | | | 11,500 | 11,500 | 14,600 |
| **Projectile Model** | HE,WP, ILLUM, | HE,WP, ILLUM, | HE,WP, ILLUM, RP | HE,WP, ILLUM, | HE,SMK, ILLUM, | HE,WP, ILLUM, HEP-T, APICM, CHEM, APERS, RAP | HE M760 ILLUM, HEP-T, APICM, CHEM, RAP | HE,WP, ILLUM, SMK, CHEM, NUC, RAP, FASCAM CPHD, AP/DPIC |
| **Max Rate of Fire** | 30 RPM FOR 1 MIN | 30 RPM FOR 1 MIN | 30 RPM FOR 2 MIN | 18 RPM FOR 1 MIN | 15 RPM FOR 3 MIN | 10 RPM FOR 1 MIN | 10 RPM FOR 1 MIN | 4 RPM FOR 1 MIN |
| **Sustained Rate of Fire (rd/min)** | 20 | 8 | 15 | 3 | 5 | 3 | 3 | 2 |
| **Min Range (m)** | 70 | 70 | 83 | 770 | 180 | | DIRECT FIRE | |
| **Fuses** | MO | PD, VT, TIME, DLY | PD, VT, TIME, DLY | PD, VT, TIME, DLY | MO | PD, VT, MT, MTSQ, CP, DLY | PD, VT, MTSQ, CP, MT, DLY | PD, VT, CP, MT, MTSQ, DLY |

LEGEND:
AP - Armor Piercing
APERS – Antipersonnel
APICM - Antipersonnel Improved Conventional Mun
CHEM – Chemical
CP - Concrete Piercing
CPHD – Copperhead
DLY – Delay
DPICM - Dual Purpose Improved Conventional Mun
FASCAM - Family of Scatterable Mines
HE - High Explosive
HEP-T - High Explosive Plastic Tracer
ILLUM – Illumination
MIN – Minute
MO – Multi-option - VT, PD, DLY
MT - Mechanical Time
MTSQ - Mechanical Time Super Quick
NUC - Nuclear
PD - Point Detonating
RAP - Rocket Assisted Projectile
RP - Red Phosphorous
RPM - Rounds per minute
SMK - Smoke
TIME - Adjustable Time Delay
VT - Variable Time
WP - White Phosphorous

Table 3. Fire Support

## SECTION IV - LAND NAVIGATION

1. Success at LDAC

    a. WrittenTest: correctly answer 14 out of 20 questions to pass the examination (20 questions in 75 minutes)
    b. Day Land Navigation: correctly navigate to 5 out of 8 points. Total point to point distance will cover approximately 5-8 Km with an average distance between each point being approximately 650-1000m. Total time allotted for the course is 5 hours.
    c. Night Land navigation: correctly navigate to 3 out of 5 points. Total point to point distance will cover approximately 3-4 Km with an average distance between each point being 600-800m. Total time allotted for the course is 3 hours.

2. Tips to cadets in Land Navigation Success at Fort Lewis.
    a. Recognize that the land navigation evaluation is conducted on Fort Lewis terrain. Keep in mind that the terrain at Fort Lewis is naturally flat, with a rise in elevation of no minimum elevation to up about 20m; this makes terrain association difficult, given little to no prominent Land Marks. Given the nature of the terrain, recognize that dead reckoning skills are applicable, but will not guarantee complete success because the density of the underbrush prevents dead reckoning in some areas, particularly at night. Therefore, the ability to navigate by roads and trail, using an attack point is paramount.
    b. Fort Lewis map depicting hard ball, dirt roads, and trails are accurately depicted on the map; however, trail depicturing is not completely reliable. Although some trails are reflected on the map, others are not. This can be confusing to cadets. Cadets should primarily rely upon their pace counts but should also reference trails for contour interval.
    c. Check points. There will be checkpoints on the course to aid cadets in determining their references. Cadets should not use these as a “Crutch”, rather only as a means to verify their information.
    d. Confidence in pace count is critical. At a minimum, cadets must know:
        (1) Day Road and Wooded Terrain pace counts
        (2) Night Road and Wooded Terrain pace counts
    e. Mimic LDAC Course Procedures. During your campus training and with your training constraints, mimic LDAC land navigation assessment to the best of your ability:
        (1) Employ a terrain model of your course
        (2) Use similar or the same type of point markings
        (3) Ensure the distances between points are comparable to the distances used at LDAC for the day and night course; if time permitting, use the same number of points.
        (4) Recognize that the night course may not take place over the exact same terrain as the day course due to the size of the training area. This is important to know since the cadets may not have the benefit of day course familiarity when they conduct the night course.

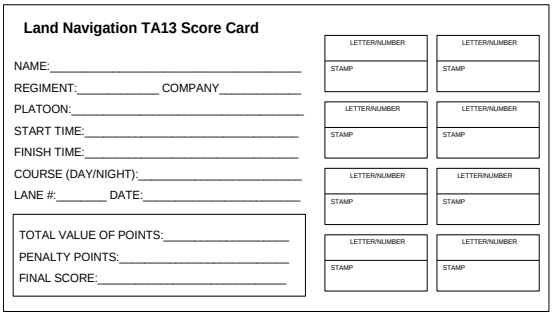
(5) Use comparable times for planning and course conduct for both day and night.
(6) Use Land Navigation Lane Strips so cadets are forced to practice plotting their course and thinking through the best strategy for completing the course based upon their knowledge of the terrain, roads and trails.

f. The G-M Angle Conversion for Fort Lewis is 17.5 degrees. You can use 17 degrees and maintain accuracy on your land navigation exam and the practical exams in the field. You must **SUBTRACT 17 DEGREES** from the Grid Azimuth (GA) for Magnetic Azimuth (MA) which is an Easterly GM Angle.

3. **RECONDO BADGE:** The following is the Land Navigation criteria towards the RECONDO Badge: without retest, achieve a score of 80% or higher on each event of the **Land Navigation** proficiency test (16/20 Written, 40/50 (6/8 stakes) Day, 24/30 (4/5 stakes) Night).

4. Pictures shown below are examples of 2010 WF Land Navigation Points:

a) Land Navigation Score Sheet, which a cadet will receive at the LN site.

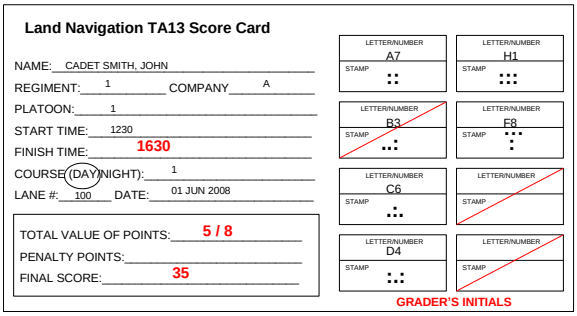


**Land Navigation TA13 Score Card**

NAME:_____
REGIMENT:_____ COMPANY_____
PLATOON:_____
START TIME:_____
FINISH TIME:_____
COURSE (DAY/NIGHT):_____
LANE #:_____ DATE:_____

TOTAL VALUE OF POINTS:_____
PENALTY POINTS:_____
FINAL SCORE:_____

LETTER/NUMBER / STAMP



**Land Navigation TA13 Score Card**

NAME: CADET SMITH, JOHN
REGIMENT: 1 COMPANY A
PLATOON: 1
START TIME: 1230
FINISH TIME: 1630
COURSE (DAY/NIGHT): 1
LANE #: 100 DATE: 01 JUN 2008

TOTAL VALUE OF POINTS: 5 / 8
PENALTY POINTS:
FINAL SCORE: 35

LETTER/NUMBER A7 / STAMP
LETTER/NUMBER H1 / STAMP
LETTER/NUMBER B3 / STAMP
LETTER/NUMBER F8 / STAMP
LETTER/NUMBER C6 / STAMP
LETTER/NUMBER D4 / STAMP

GRADER'S INITIALS

b) Land Navigation Point, 12" orange and white placard with alpha numeric labeling the point with a clacker hanging off the point. The 12" placard point is tied off to a tree or stake and is visible 360 degrees.

c) Picture of a Clacker which is tied off to the 12" orange and white placard with 550 Cord. It is accessible at every LN point which allows the course to be valid that each cadet arrives at each and every point. This provides a pin pattern which is different at each and every LN point.

c) Picture of a Check Point (CP) marker on a stake with a yellow placard labeling which CP and its respective 8 digit grid. Also, at each CP a 2LT is at the location with a Chemical Toilet. At night time there is a chemical light at the CPs which can be used as an additional reference.

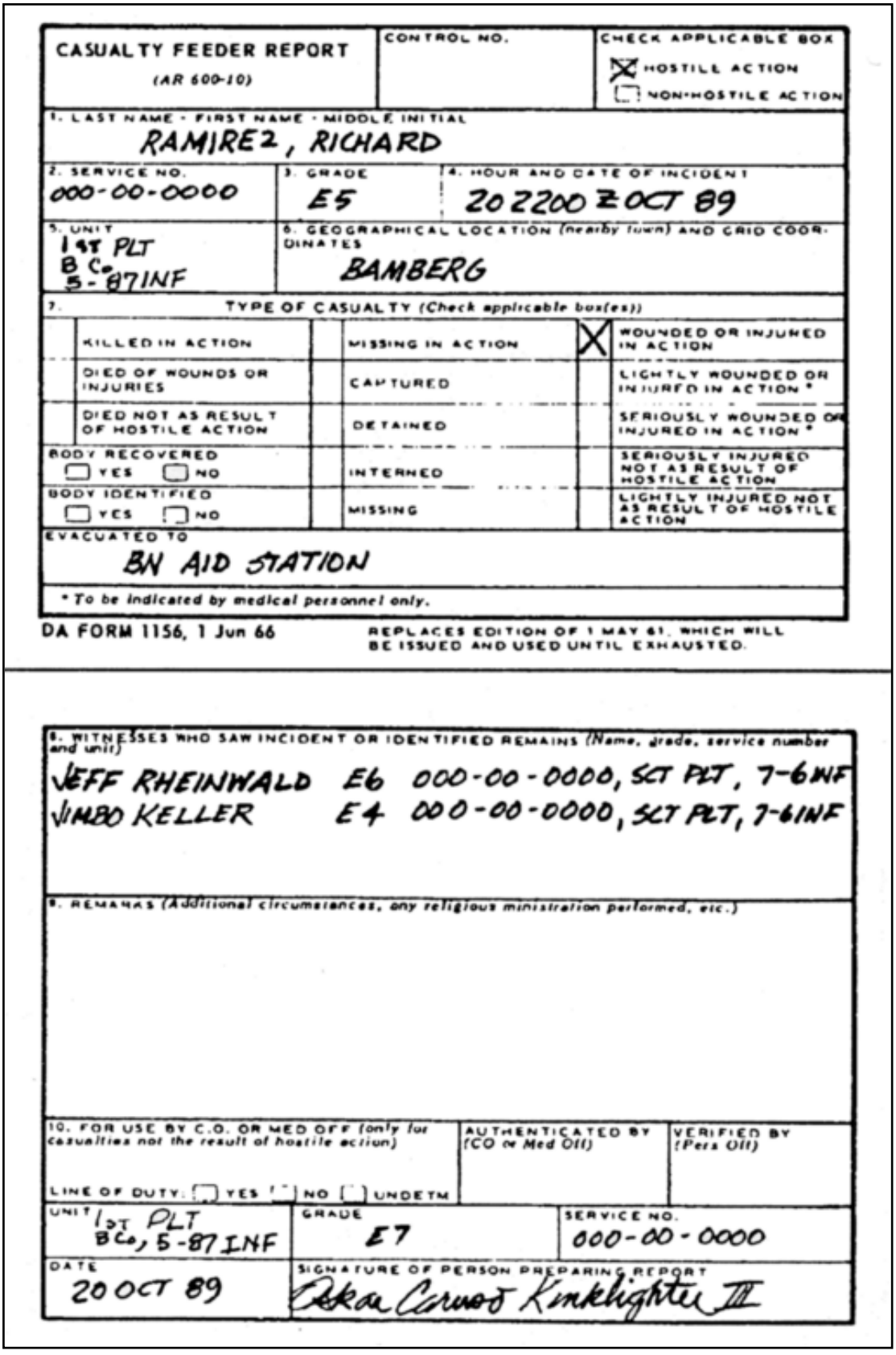
d) Reference Points which are red placard with white alpha numeric labeling.

e) Siber Stake which designates ecologically sensitive areas throughout the course and DOES NOT affect the Land Navigation Course. These “Siber Stakes,” are used to help identify wet lands and animal habitats.

## SECTION V – TRAINING SAFETY

1. **TRAINING SAFETY LIST**
    a. Incorporate the buddy system into all training and other events. Ensure buddy teams understand the importance of individual safety overwatch. (e.g. recognition and first aid for heat/cold injuries)
    b. Designate safety officers to assist in the planning and execution of training.
    c. Use training SOPs that include the use of the Risk Assessment Management Program (RAMP). Continuously update them.
    d. Check appropriate qualifications for instructors, trainers, drivers, lifeguards, etc.
    e. Require special or preliminary training prior to engaging in medium or high risk training. (e.g. PMI)
    f. Establish/enforce appropriate uniform and equipment requirements and prohibitions
    g. Make known the dangers inherent in a training event (risks associated with terrain, off - limits areas, weather, animals, vegetation, water, vehicles, equipment, weapons, ammunition and pyrotechnics.)
    h. Make known the location and responsibilities of safety personnel
    i. Make known the location/use of safety equipment/materials.
    j. Make known the type of medical support, evacuation plans and medical facility to be used if evacuation is needed. Make known emergency radio frequencies/call-signs and telephone numbers.
    k. Conduct safety briefings for all participants prior to and during training as needed.
    l. Establish reporting procedures for unsafe acts/conditions and accidents.
    m. Integrate sensitive items (weapons, night vision equipment, COMSEC, etc.) in RAMP and incorporate appropriate operational and security safeguards.
2. **HAZARD REPORTING**
    a. All soldiers and cadets will correct identified hazards if they are capable of doing so without endangering themselves or others.
    b. Where soldiers and cadets cannot correct a hazard, they will report informally to their supervisors or to the regiment/committee Safety Coordinator. Such reports may also be submitted directly to the Warrior Forge Safety Office or other appropriate points with in the command.
    c. A formal method of reporting of unsafe or unhealthy working conditions is the completion of DA Form 4755 (Employee Report of Alleged Unsafe or Unhealthy Working Conditions). Normally reports will be signed. However, anonymous reports will be investigated in the same manner as those signed. Submission may be made directly to the Warrior Forge Safety Office or through supervisory and command channels.
    d. All hazard reports will be investigated, and the originator (if known) will be notified in writing within 10 working days of receipt of the report. Notification will include the results of the investigation or an interim response of actions taken or anticipated.
    e. If investigation determines that a hazardous condition does not exist, the reply to the soldier will include the basis for that determination and a point of contact for further explanation.
    f. Hazard Reporting Appeal Process. Appeals may be submitted through the Warrior Forge Safety Office.

**SECTION VI – CASUALTY FEEDER REPORT EXAMPLE**



CASUALTY FEEDER REPORT
(AR 600-10)

CONTROL NO.

CHECK APPLICABLE BOX
[X] HOSTILE ACTION
[ ] NON-HOSTILE ACTION

1. LAST NAME - FIRST NAME - MIDDLE INITIAL
RAMIREZ, RICHARD

2. SERVICE NO.
000-00-0000

3. GRADE
E5

4. HOUR AND DATE OF INCIDENT
2022002 OCT 89

5. UNIT
1ST PLT
B Co
5-87INF

6. GEOGRAPHICAL LOCATION (nearby town) AND GRID COORDINATES
BAMBERG

7. TYPE OF CASUALTY (Check applicable box(es))

| | | | | | |
|---|---|---|---|---|---|
| | KILLED IN ACTION | | MISSING IN ACTION | X | WOUNDED OR INJURED IN ACTION |
| | DIED OF WOUNDS OR INJURIES | | CAPTURED | | LIGHTLY WOUNDED OR INJURED IN ACTION * |
| | DIED NOT AS RESULT OF HOSTILE ACTION | | DETAINED | | SERIOUSLY WOUNDED OR INJURED IN ACTION * |
| BODY RECOVERED [ ] YES [ ] NO | | | INTERNED | | SERIOUSLY INJURED NOT AS RESULT OF HOSTILE ACTION |
| BODY IDENTIFIED [ ] YES [ ] NO | | | MISSING | | LIGHTLY INJURED NOT AS RESULT OF HOSTILE ACTION |

EVACUATED TO
BN AID STATION

* To be indicated by medical personnel only.

DA FORM 1156, 1 Jun 66 REPLACES EDITION OF 1 MAY 61, WHICH WILL BE ISSUED AND USED UNTIL EXHAUSTED.

8. WITNESSES WHO SAW INCIDENT OR IDENTIFIED REMAINS (Name, grade, service number and unit)
JEFF RHEINWALD E6 000-00-0000, SCT PLT, 7-6INF
JIMBO KELLER E4 000-00-0000, SCT PLT, 7-6INF

9. REMARKS (Additional circumstances, any religious ministration performed, etc.)

10. FOR USE BY C.O. OR MED OFF (only for casualties not the result of hostile action)
LINE OF DUTY: [ ] YES [ ] NO [ ] UNDETM

AUTHENTICATED BY (CO or Med Off)

VERIFIED BY (Pers Off)

UNIT
1ST PLT
BCo, 5-87 INF

GRADE
E7

SERVICE NO.
000-00-0000

DATE
20 OCT 89

SIGNATURE OF PERSON PREPARING REPORT
Oska Cornos Kinklighter III

## SECTION VII - 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 platoons 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.

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, Protective/posture.

## SECTION VIII – MEDEVAC

**Line 1 - Location of the pick-up site.**

**Line 2 - Radio frequency, call sign, and suffix.**

**Line 3 - Number of Casualties by precedence:**
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 Casualties by Type:**
L - Litter
A - Ambulatory

**Line 6 - Security of pick-up site:**
N - No enemy troops in area
P - Possible enemy troops in 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, injuries, and illnesses

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

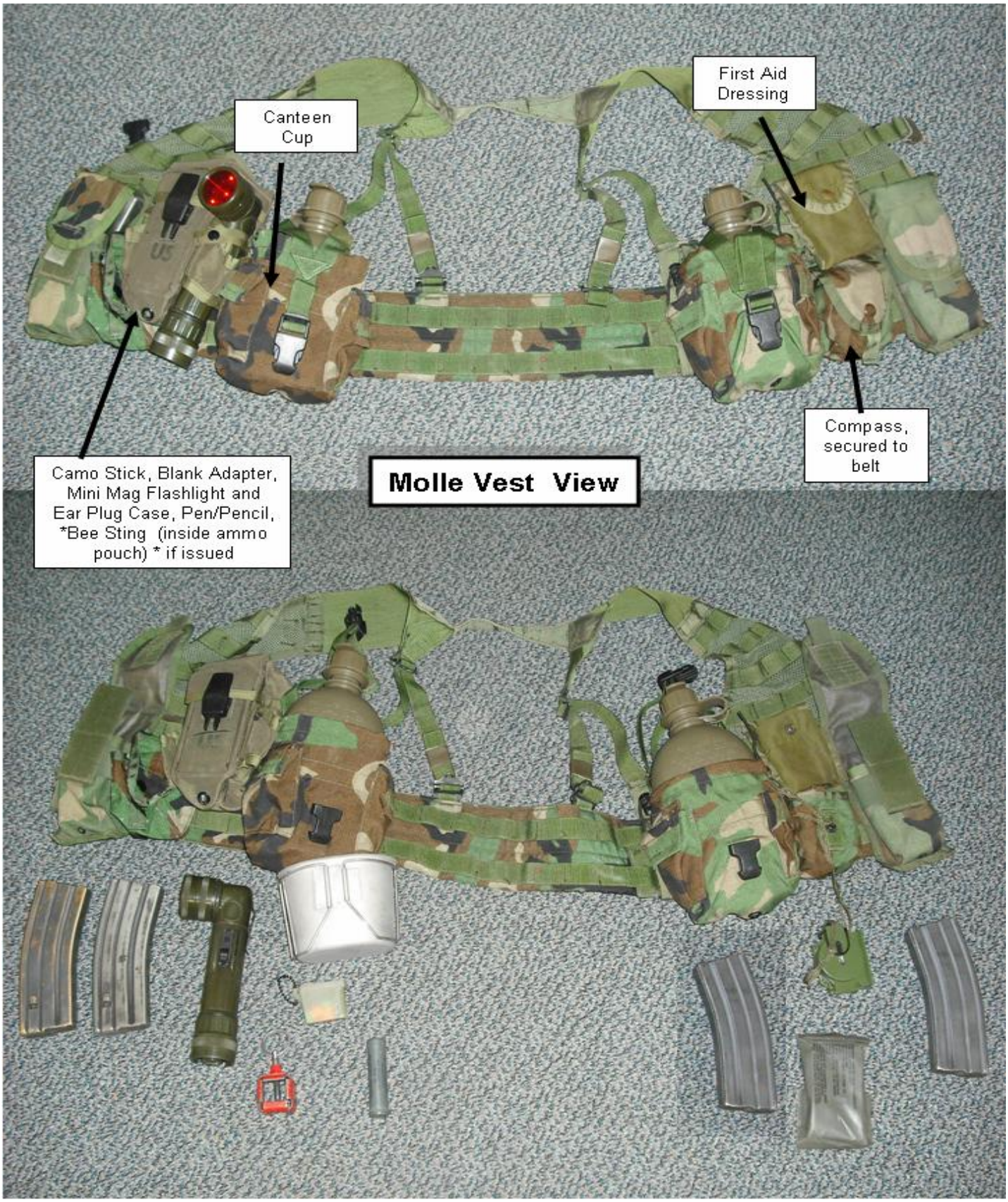
**Line 8 - Casualty Nationality and Status:**
A - US Military
B - US Civilian
C - Non-US Military
D - Non-US Civilian
E - EPW

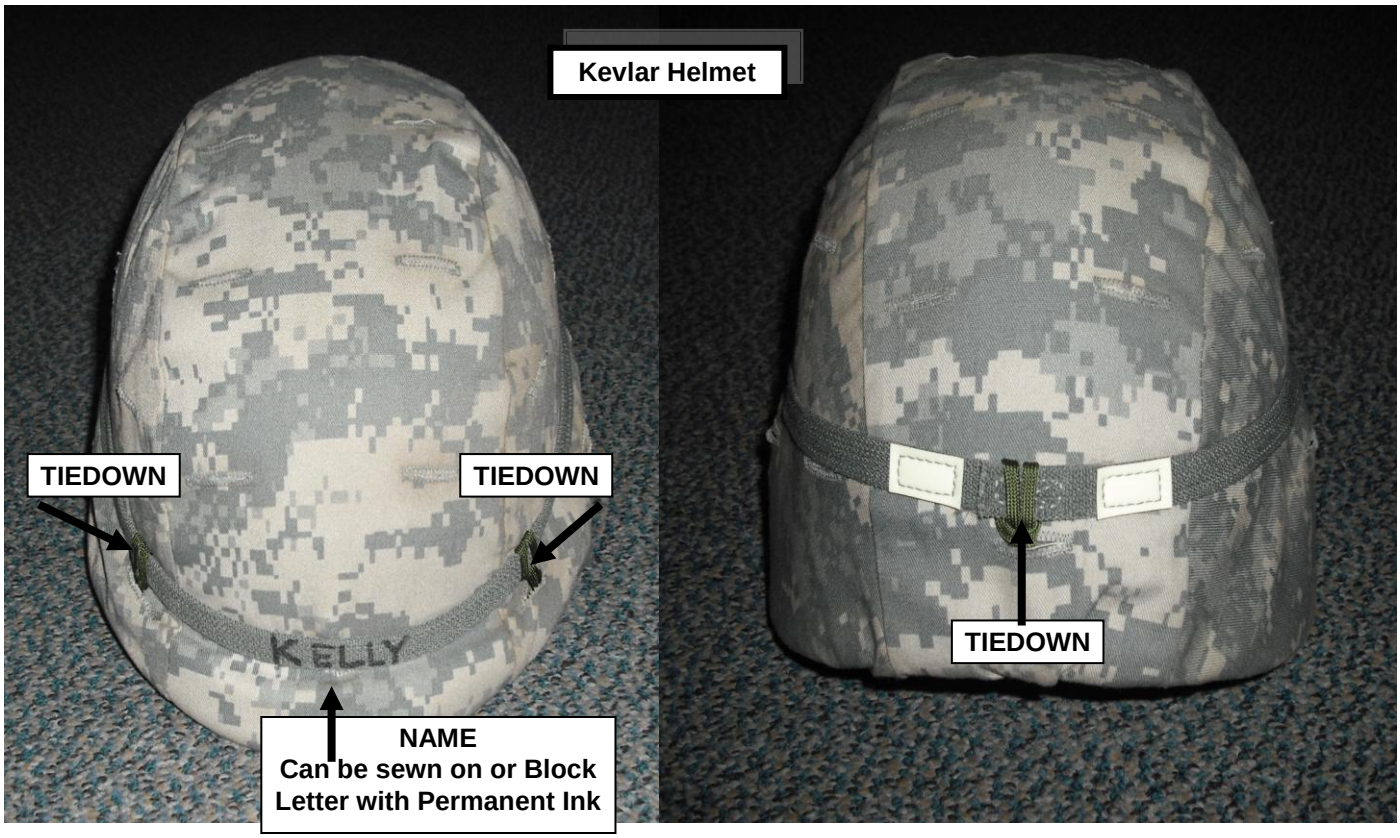
**Line 9 - NBC Contamination:**
N - Nuclear
B - Biological
C - Chemical
* In peacetime - terrain description of pick-up site

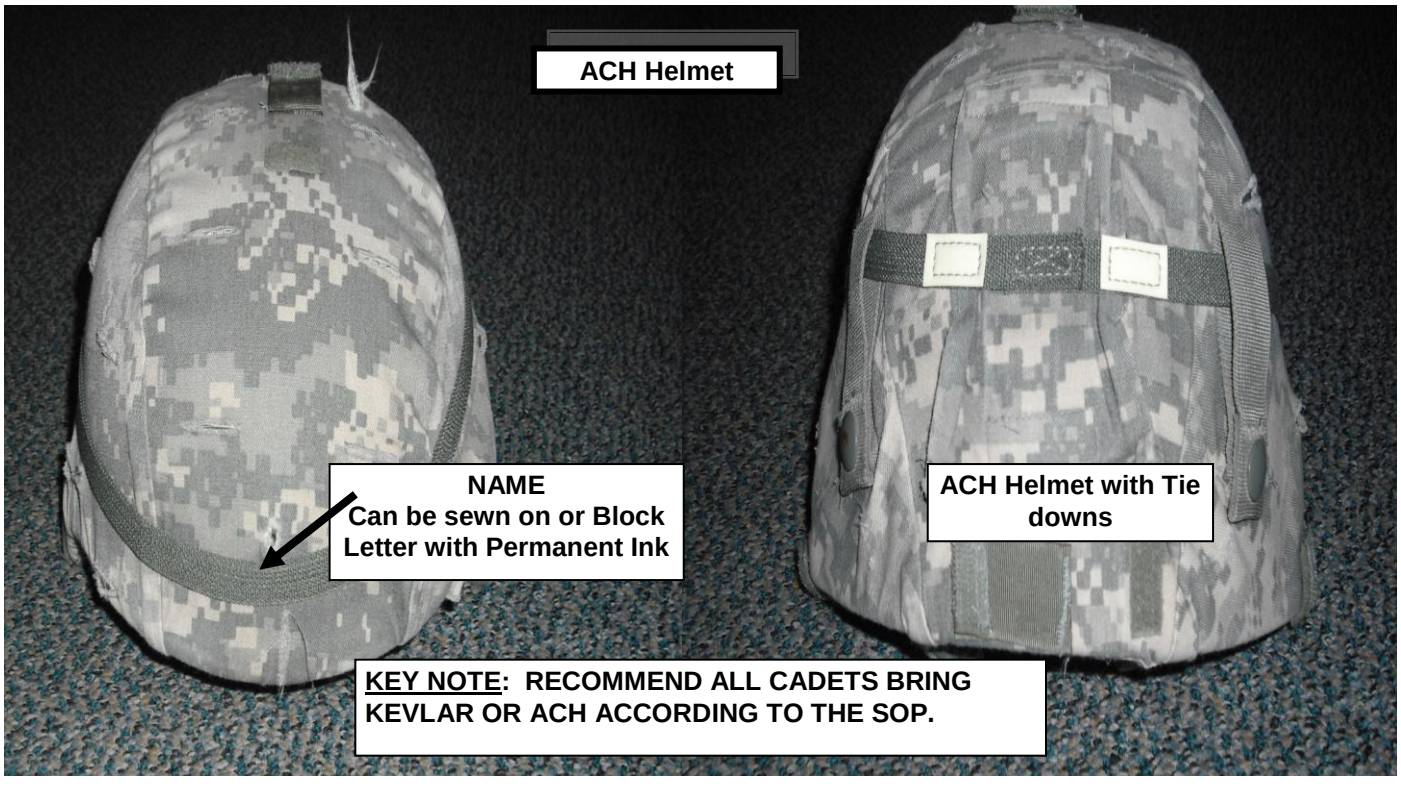
•Helmet chin strap worn under chin
•Eye protection METT-TC dependent
•MOLLE pistol belt will be worn at waist level above hipbones
•Canteens worn at hip to allow for wear of ruck
•Knee & Elbow pads worn properly not around ankles or wrists
•ACU trousers will be bloused at all times

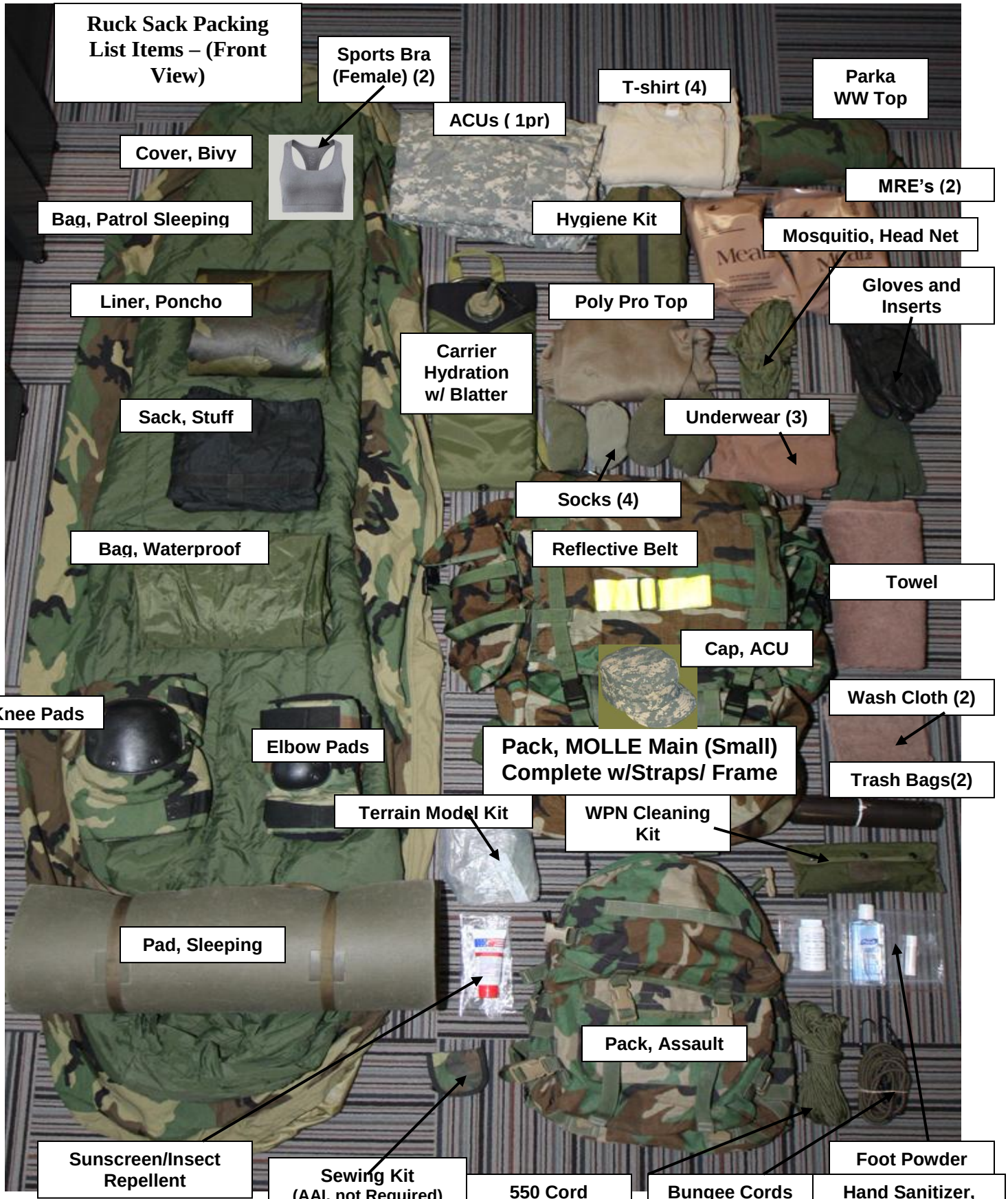
Note: Any modifications or exceptions to packing list must be approved by the CofC or CofC SGM.

Any weather-related modifications to uniform at RTO discretion (i.e. wet bulb index CAT I-V).


First Aid Dressing
Canteen Cup
Compass, secured to belt
Camo Stick, Blank Adapter, Mini Mag Flashlight and Ear Plug Case, Pen/Pencil, *Bee Sting (inside ammo pouch) * if issued
Molle Vest View


Kevlar Helmet
TIEDOWN
TIEDOWN
KELLY
NAME
Can be sewn on or Block Letter with Permanent Ink
TIEDOWN


ACH Helmet
NAME
Can be sewn on or Block Letter with Permanent Ink
ACH Helmet with Tie downs
KEY NOTE: RECOMMEND ALL CADETS BRING KEVLAR OR ACH ACCORDING TO THE SOP.


Ruck Sack Packing List Items – (Front View)
Sports Bra (Female) (2)
T-shirt (4)
Parka WW Top
ACUs ( 1pr)
Cover, Bivy
MRE's (2)
Bag, Patrol Sleeping
Hygiene Kit
Mosquitio, Head Net
Liner, Poncho
Poly Pro Top
Gloves and Inserts
Carrier Hydration w/ Blatter
Sack, Stuff
Underwear (3)
Socks (4)
Bag, Waterproof
Reflective Belt
Towel
Cap, ACU
Knee Pads
Wash Cloth (2)
Elbow Pads
Pack, MOLLE Main (Small) Complete w/Straps/ Frame
Trash Bags(2)
Terrain Model Kit
WPN Cleaning Kit
Pad, Sleeping
Pack, Assault
Sunscreen/Insect Repellent
Foot Powder
Sewing Kit (AAI, not Required)
550 Cord
Bungee Cords
Hand Sanitizer, Chapstick (AAI, Not Required)

**Ruck Sack Packing List Items – (Side View)**

## Ruck / Packing Notes:

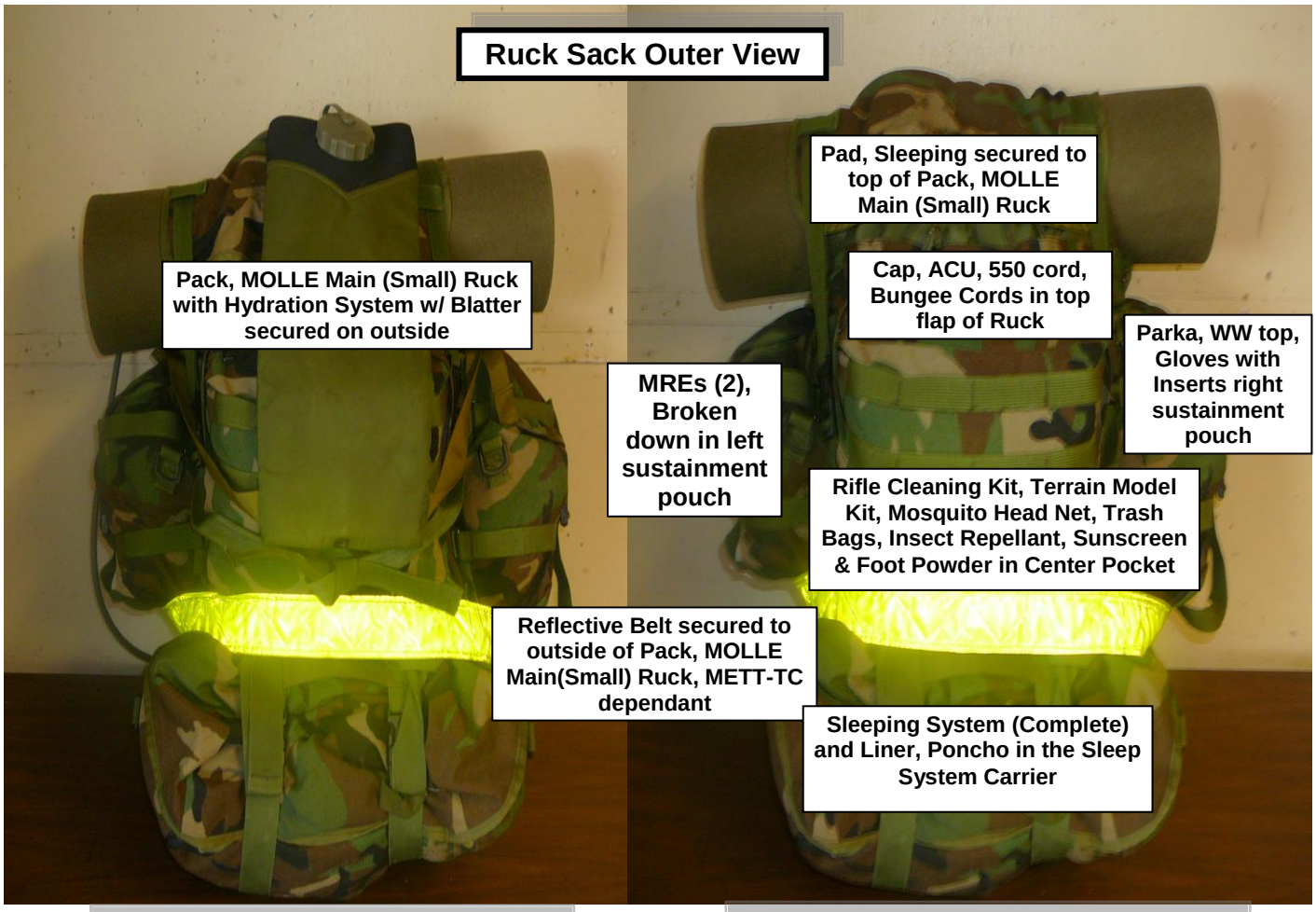
- Some items may be worn, such as the Knee Pads, Elbow Pads, Gloves, and Glove Inserts are shown in the Worn Uniform and the Ruck Packing list photos but these items are accounted for on the Ruck Weight.
- Training Committee along with WF Leadership will direct what is required for each training site.
- The Patrol Pack will be either empty, inside the Ruck Sack or be attached to the Ruck Sack or used separately. Again, the Training Committee along with WF Leadership will provide guidance.
- Ruck Sack is a 3 day minimum pack.
- Cadets will restock out of their A Bag.
- Not Required, but Additional Authorized Items (AAI) may be shown on List.

## A Bag Notes:

- The A Bag is a Duffle Bag which will be marked by a shoe tag and provided by the REGT. WF will have shoe tags to help identify platoon integrity, when Cadets move TO and FROM Garrison, AA, TTB and to Garrison.
- Some items may be worn, in the A Bag, or in the laundry.
- The A Bag is basically a 4 day pack where the Cadets may resupply their Ruck Sack.
- Not Required, but Additional Authorized Items (AAI) may be shown on List.

**B Bag Notes:**

- Any other civilian clothing will be placed in the B Bag which includes personal items not to be used in the field.
- A aet of ACUs will be set aside in the B Bag for graduation.
- If applies, the EOWF Commissionee's equipment (See CC Cir 145-5 App C)
- Not Required, but Additional Authorized Items (AAI) may be shown on List.
- Reflective Belt in B Bag is AAI and Not Required.




**Weight on Average Cadets Gear for packing list 2010 Warrior Forge**

**AVG Weight (LBS) of Equipment**

A. Soldier with Boots and ACUs (with Wallet/pen/paper ) 6-8 LBS
B. Weight of Soldier with Kevlar/Mitch and MOLLE System Worn w/water 17 LBS
C. Weight of Soldier with Kevlar/MOLLE System Worn w/water and Ruck complete 46 LBS
Total Weight of Equipment 70 LBS (Min)

**Medical Color Coded Zip Ties are provided by REGT: This is referenced in WF SOP, Section R**

**Green – All other Allergies**
**White – Previous Cold Weather Injury**
**Red – Previous Heat Injury**
**Yellow – Bee Allergy**
**Blue - Weak Swimmer**

**APPENDIX C: Warrior Forge Cadet Checklists**
**CLOTHING RECORD (page 1 of 6)**
**(Cadets Required to bring pages 1-4 of checklist to LDAC**
**Signed / Inventoried by University Cadre and PMS)**

CADET NAME: _____SSN (Last4)_____REGT_____BDE_____

UNIVERSITY/ADDRESS_____

| ITEM | CADET REQ'D TO FURNISH | ISSUED ON CAMPUS | CAMPUS CADRE INVENTORY (QTY) | LDAC CADRE INVENTORY (QTY) |
|---|---|---|---|---|
| 1. Padlock, Key/Combination | 3 ea | | | |
| 2. Cap, ACU | | 2 ea | | |
| 3. Jacket (shirt), ACU (see note a) | | 3 ea | | |
| 4. Trousers, ACU (see note a) | | 3 ea | | |
| 5. ACU Tan Riggers Belt (Black is UNAUTHORIZED) | | 1ea | | |
| 6. Nametape, ACU | | 3 ea | | |
| 7. US Army tape, ACU | | 2 ea | | |
| 8. US Flag, ACU | | 2 ea | | |
| 9. Cadet Cmd Patch, ACU | | 2 ea | | |
| 10. Undershirt, Sand (see note b) | | 4 ea | | |
| 11. Underwear | 10 pr | | | |
| 12. T-Shirt IPFU s/s (PT) | | 3 ea | | |
| 13. Trunks, IPFU (PT) | | 3 ea | | |
| 14. IPFU Jacket | | 1 ea | | |
| 15. IPFU Pants, Blk | | 1 ea | | |
| 16. Boots, Combat Brown (see note c) | | 2 pr (broken in) | | |
| 17. Socks, wool, Blk/grn | | 2 pr | | |
| 18. Watch | 1 ea | | | |
| 19. Washcloth | 3 ea | | | |
| 20. Bath Towels | 3 ea | | | |
| 21. Glove, Leather Blk | | 1 pr | | |
| 22. Glove, Insert wool | | 1 pr | | |
| 23. Insignia, ROTC as required plus as needed for CTLT, NSTP & CPFT subdued; as rq'd for follow-on tng. | | 2 ea | | |
| 24. Bra (Female) - Regular or Sports | 8 ea | | | |
| 25. Shoes, Shower | 1 | | | |
| 26. Shoes, Running | 1 pr | | | |

**APPENDIX C: Warrior Forge Cadet Checklists**
**CLOTHING RECORD (page 2 of 6)**
**(Cadets Required to bring pages 1-4 of checklist to LDAC**
**Signed / Inventoried by University Cadre and PMS)**

CADET NAME: _____SSN (Last4)_____REGT_____BDE_____

UNIVERSITY/ADDRESS_____

| ITEM | CADET REQ'D TO FURNISH | ISSUED ON CAMPUS | CAMPUS CADRE INVENTORY (QTY) | LDAC CADRE INVENTORY (QTY) |
|---|---|---|---|---|
| 27. Cold Weather Underwear (top & bottom, BROWN) (e.g. PolyPro) | | 1 pr | | |
| 28. Socks, white PT (calf or ankle high) | 6 pr | | | |
| 29. Appropriate Travel Attire (see note e) | 2 sets | | | |
| 30. Notebook, Pocket/pen/pencil (mechanical 0.5mm) (see note g) | | Min. 2/5/2 of ea | | |
| 31. Identification Tag w/medical tags if required | | 1 set | | |
| 32. Eyeglasses (if worn, Contacts are UNAUTHORIZED, glasses must be IAW AR 670-1, NO TINTED LENSES) | 2 ea | | | |
| 33. Flashlight Elbow type or Mini-Mag w/red lens (4 extra batteries and bulb) (see note h) | | 1 ea | | |
| 34. Personal Hygiene Items<br>Min week supply:<br>Small Container of Laundry Soap<br>1 can shaving cream<br>4 razors<br>1 toothbrush<br>Toothpaste<br>Nail clipper<br>Soap bar (unscented) and/or bottle shampoo<br>***Female additional:***<br>Pads/tampons/panty liners for duration of training<br>Baby wipes<br>Natural color/clear hair ties, clips, bobby pins | *ad (see note i) | | | |

**APPENDIX C: Warrior Forge Cadet Checklists**
**CLOTHING RECORD (page 3 of 6)**
**(Cadets Required to bring pages 1-4 of checklist to LDAC**
**Signed / Inventoried by University Cadre and PMS)**

CADET NAME: _____SSN (Last4)_____REGT_____BDE_____

UNIVERSITY/ADDRESS_____

| ITEM | CADET REQ'D TO FURNISH | ISSUED ON CAMPUS | CAMPUS CADRE INVENTORY (QTY) | LDAC CADRE INVENTORY (QTY) |
|---|---|---|---|---|
| 35. TACSOP | | 1 ea | | |
| 36. Terrain Model Kit **(For use at Sqd STX, Patrolling, etc.)** | 1 set | | | |
| 37. Foot Powder | 1 ea (initial) | | | |
| 38. Insect Repellent | 1 ea (initial) | | | |
| 39. Sunscreen | 1 ea (initial) | | | |
| 40. Chapstick | 1 ea (initial) | | | |
| 41. Handkerchiefs | ad* | | | |
| 42. Hangers, Clothes | Min 10 ea | | | |
| 43. Eyeglass, Safety (with prescription inserts if needed) (see note j) | | 1 ea | | |
| 44. Belt, Reflective | | 1 ea | | |
| 45. Camouflage Stick Green/Loam/ACU | | 1 ea (initial) | | |
| 46. Gallon Size Zip-Lock Bags | | 10 ea | | |
| 47. 550 Cord (5mm) ( GRN/BLK) | | 5 meters minimum | | |
| 48. Tactical Bungee cords, med size (black/ brown/green/ACU) | | 4 ea | | |
| 49. Protractor, Map **(GTA 5-2-12)(2005)** | | 1 ea (for practice) | | |
| 50. Bag, Duffel | | 2 ea | | |
| 51. Bag, Waterproof | | 1 ea | | |
| 52. Poncho | | 1 ea | | |
| 53. Canteen, Water (1 qt) | | 2 ea | | |
| 54. Knee & Elbow Pads (fitted) | | 1 pr of each | | |
| 55. Cup, Canteen | | 1 ea | | |
| 56. Case, First Aid w/dressing | | 1 ea | | |
| 57. Compass, Lensatic | | 1 ea | | |

**APPENDIX C: Warrior Forge Cadet Checklists**
**CLOTHING RECORD (page 4 of 6)**
**(Cadets Required to bring pages 1-4 of checklist to LDAC**
**Signed / Inventoried by University Cadre and PMS)**

CADET NAME: _____SSN (Last4)_____REGT_____BDE_____

UNIVERSITY/ADDRESS_____

| ITEM | CADET REQ'D TO FURNISH | ISSUED ON CAMPUS | CAMPUS CADRE INVENTORY (QTY) | LDAC CADRE INVENTORY (QTY) |
|---|---|---|---|---|
| 58. Parka w/w ACU or Woodland camo | | 1 ea | | |
| 59. Trousers, w/w ACU or Woodland Camo | | 1 ea | | |
| 60. Helmet, Kevlar or ACH – complete (see note k) | | 1 ea | | |
| 61. 30 RD Magazine Pouch (LBE Pouch, NOT MOLLE) | | 1 ea | | |
| 62. APPENDIX C: CC Cir WF (Pages 1-4) Cadet Checklist signed/Inventoried by Cadre / PMS (Cadet Requirements and School Regu.) | (Ensure Notes: Page 6 of 6 is Understood & Clear to all Cadets/Cadre) | 1 ea | | |

**CAMPUS CADRE CONDUCTING INVENTORY:**

**NAME_____RANK_____SIGNATURE_____**

**DATE OF INVENTORY_____**

**PMS VERIFICATION:** I verify that the Cadet's LDAC materials were inventoried IAW CC Cir 145-05 and all clothing and equipment was present and serviceable.

**NAME_____RANK_____SIGNATURE_____**

**REMARKS:**_____
_____
_____

**LDAC CADRE CONDUCTING INVENTORY:**

**NAME_____RANK_____SIGNATURE_____**

**DATE OF INVENTORY_____**

**REMARKS:**_____
_____
_____

**APPENDIX C: Warrior Forge Cadet Checklists (Con't)**
**Items Issued by CIF & Regiments (page 5 of 6)**

CADET NAME:
_____SSN_____REGT_____BDE_____

UNIVERSITY AND
ADDRESS_____

| QTY | ITEM | ISSUED AT CIF | ISSUED AT REGT | REMARKS |
|---|---|---|---|---|
| | 1. Coat, ACU (Shirt)(see note a) | 4 ea | | |
| | 2. Trousers, ACU (see note a) | 4 ea | | |
| | 3. Undershirt, Sand (see note b) | 6 ea | | |
| | 4. Socks, (Blk/Grn) | 9 pr | | |
| | 5. Bag, Waterproof | 1 ea | | |
| | 6. Parka, Gortex | 1 ea | | |
| | 7. Pouch, Sustainment | 2 ea | | |
| | 8. LBV, (Load Bearing Vest) | 1 ea | | |
| | 9. Pack MOLLE Main (SMALL) w/straps/frame) | 1/2/1 ea | | |
| | 10.Belt Waist | 1 ea | | |
| | 11. Pack, Assault | 1 ea | | |
| | 12. Pouch, Canteen | 2 ea | | |
| | 13. Pouch 30 RD Magazine (MOLLE) | 3 ea | | |
| | 14. Pouch, Grenade- | 2 ea | | |
| | 15. Hydration System with Blatter | 1/1 ea | | |
| | 16. Sleep System Carrier | 1 ea | | |
| | 17. Bag, Barracks | 2 ea | | |
| | 18. Sleep System (see note l) | 1/1/1 ea | | |
| | 19. Pad Sleeping | 1 ea | | |
| | 20. Liner, Poncho | 1 ea | | |
| | 21. Mosquito Head Net | 1 ea | | |
| | 22. Foot Powder | | 1 ea (refill) | |
| | 23. Insect Repellent | | 1 ea (refill) | |
| | 24. Sunscreen | | 1 ea (refill) | |
| | 25. Chap stick | | 1 ea (refill) | |
| | 26. Camouflage Stick (Green/Loam/ACU) | | 1 ea (refill) | |
| | 27. Protractor, Map (GTA 5-2-12)(2005) | | 1 ea (issued by Committee) | |
| | 28. Blank Adapter, M16, Magaizine 30 RD | | 1/4 ea | |
| | 29. Ear Plug Case | | 1 ea(Iss. during physical) | |
| | 30. Case, Maintenance Rifle Cleaning | | 1 ea | |

InventoryCadre Rank and Name _____

Inventorying Cadre Signature _____

Date of Inventory _____

## APPENDIX C: Warrior Forge Cadet Checklists (Con't)
## (page 6 of 6)

**NOTES :**

a. Ensure all accessories for the ACU are IAW AR 670-1. ACU patches ***will not*** be issued at Warrior Forge. Note: CIF stocks ACUs from xs/xs to xl/xl. If a Cadet requires uniforms outside this range see Para. 15. b of circular.
b. "Under armor" type/style undershirts are ***NOT*** authorized.
c. Boots will meet the standards of AR 670-1. Basic issue HW (NSN 8430-01-514-4935) or Temperate (NSN 8430-01-516-1506) Brown Combat boots are the preferred boot for attendance at WF, but any CTA authorized boot will suffice.
d. No court type shoes will be worn during WF.
e. Appropriate civilian attire is defined as dressing professionally, looking relaxed yet neat and pulled together. This includes no flip-flop type sandals, no exposed midriff, no undergarments worn as outer-garments and no clothing that has inappropriate statements or images. Cadets will be well groomed and professional in appearance IAW AR 670-1
f. Boot maintenance kit is not required but cadets that choose to bring, could use a stiff brush to clean dirt off boots, suede cleaner and some type of suede waterproof material.
g. Any type of notebook is acceptable as long as it fits in the cargo pocket.
h. A 6" Mini-Mag flashlight with a red lens is an acceptable alternative to the elbow type flashlight. Flashlights must have a RED lens. Cadet must bring the required spare batteries and **bulbs** for whichever type flashlight they bring. KEY: Night Land Navigation is imperative to have a strong beamed flashlight.
i. Cadets are authorized to bring additional personal hygiene items other than what is listed; however, items such as hairdryers or curling irons will be stored until the completion of WF. The electrical system in the barracks was not designed to support these type items.
j. In addition to school issued safety glasses Cadets may bring and wear any **clear** lens glasses issued by their current or previous unit as part of the Rapid Improvement Fielding (RIF) program.
k. Kevlar or Advanced Combat Helmet (ACH) complete helmets include: sweatband, woodland or ACU camo cover, chin strap, and helmet band with name. Helmet must be properly fitted for each Cadet. Kevlar may be sew on name tape or block lettering with the proper tie downs. See picture of TACSOP for Kevla/ACH tie down standards. Depending upon the helmet the tie downs may change with the covers. Attempt to finalize best tie down as pictured in the TACSOP.
l. MOLLE sleep system includes: Sack Stuff (Black); Cover Bivy, (Gortex); and Bag Patrol Sleeping (Green).
m. **Cadet missing items will receive an "N" spot report**.
n. Basic Issue Items (BII) are the items that are issued by the government at the University, WF CIF and the Regiment etc. Additional Authorized Items (AAI) are not required items but can be purchased at the cadets expense for the aiding and convenience during training. WF or the government will not pay for any of these items, but here are some suggestive AAI items: Speed Beads (used for pace count during land navigation/patrolling), a sewing kit (to make repairs on uniforms), APFU Fleece Cap, US Army issue leather gloves (to include nomex type gloves if issued) are allowed , spare shoe laces, .
o. ALL CADETS ARE REQUIRED TO BRING THE FIRST FOUR PAGES OF THE CC Cir 145-5 PACKING LIST TO WF 2010. THE INVENTORY IS REQUIRED TO BE SIGNED BY THE UNIVERSITY CADRE WHICH CONDUCTS THE INVENTORY AND THE PMS SIGNATURE.

(ad*, as desired)

# FIELD PACKING LIST Not Required, but Additional Authorized Items (AAI) may be shown on List.

**(This packing list is only a supplement to the Warrior Forge Cadet Checklist. These lists are used to pack Ruck Sack, A Bag and B Bag. )**

1. CARRIED OR WORN
   a. ACU (COMPLETE) (1) (Boots Broken, see authorized boots)
   b. HELMET, KEVLAR OR ACH (Block Letter Professional Looking with Permanent Marker and Sewn on is Authorized. No other marking is authorized)
   c. ID TAGS W/MED TAGS (If required)
   d. MOLLE LBV (LOAD BEARING VEST), TO INCLUDE:
      (1) POUCH, 30RD MAGAZINE (3) W/ MAGAZINES (4)
      (2) POUCH, CANTEEN AND CANTEEN (2)
      (3) CUP, CANTEEN (1) Inside left canteen cover
      (4) FIRST-AID CASE W/DRESSING (1) Front right of vest
      (5) FLASHLIGHT (1) Elbow type or Mini-Mag w/red lens & extra batteries. Mini-Mag inside left ammo pouch, elbow type secured in grenade carrier on left ammo pouch
      (6) POUCH, GRENADE (2)
         (a) LENSATIC COMPASS (1) In right grenade pouch, secured with lanyard to waist belt
      (7) EARPLUG CASE W/EARPLUGS (1) Inside left ammo pouch
      (8) CAMO STICK/COMPACT (1) (Green, Loam or ACU color) Inside left ammo pouch
   e. TACSOP (1) Inside pocket of LBV
   f. M-16 RIFLE W/BLANK ADAPTER Blank adapter inside left ammo pouch when not on weapon
   g. MAP AND PROTRACTOR Right trouser cargo pocket
   h. NOTEBOOK W/PEN & PENCIL Left cargo pocket
   i. KNEE & ELBOW PADS (METT-TC)
   j. GLOVES, LEATHER BLACK W/WOOL INSERTS (1PR) (METT-TC)
   k. EYE PROTECTION
   l. WATCH
   m. SPEED BEADS (Pace Count is AAI, not required)

2. RUCK SACK
   a. BAG, WATERPROOF (1) (**note:** place items (1) through (7) inside waterproof bag):
      (1) ACU TOP & BOTTOM (1)
      (2) T-SHIRTS, TAN (4), UNDERWEAR (3optional), SOCKS (4 PR)
      (3) POLY PRO COLD WEATHER TOP
      (4) PERSONAL HYGIENE KIT ( Males to include razors)
      (5) BATH TOWEL (1) (Dark Solid Color)
      (6) WASHCLOTH (2) (Dark Solid Color)
      (7) BRA (FEMALES) (2)
   b. LINER, PONCHO (1) Inside Sleep System Carrier
   ~~c.~~ PARKA W/W (1) right sustainment pouch
   d. WEAPONS CLEANING KIT (1) inside Center Pocket
   e. 550 CORD inside top flap (min 50 ft)
   f. CAP, ACU or PATROL CAP (1) inside top flap (Either Worn or in Ruck)
   g. TERRAIN MODEL KIT, inside Center Pocket (There is no standard kit but WF provided JUST an example at the end of this Packing List but not the required Terrain Model Kit.
   h. TACTICAL BUNGEE CORDS (4) inside top flap (Med Size and Black, Brown, Green and ACU color authorized)
   i. MRES (2) BROKEN DOWN IN left sustainment pouch
   j. TRASH BAGS (2) in center pocket

k. INSECT REPELLENT/SUNSCREEN COMBINATION IN ZIPLOC BAG, in center pocket (Will be issued from REGT)
l. FOOT POWDER IN ZIPLOC BAG, in center pocket
m. CARRIER, HYDRATION w/BLADDER attached to Ruck Sack or Worn
n. PAD, SLEEPING (1) secured on top of rucksack
o. MOLLE SLEEP SYSTEM includes: SACK, STUFF (Black), COVER, BIVY (Gore-Tex), BAG, PATROL SLEEPING (Green) in sleep system carrier
p. MOSQUITO HEAD NET, in center pocket
q. REFLECTIVE BELT (1) secured around outside of rucksack (METT-TC)
a. Sewing Kit , Hand Sanitizer, Chap Stick, Gator Neck, PT Cap, (Some AAI, but Not Required)
r. PACK ASSAULT
s. May be worn: KNEE PADS, ELBOW PADS, GLOVES/INSERTS

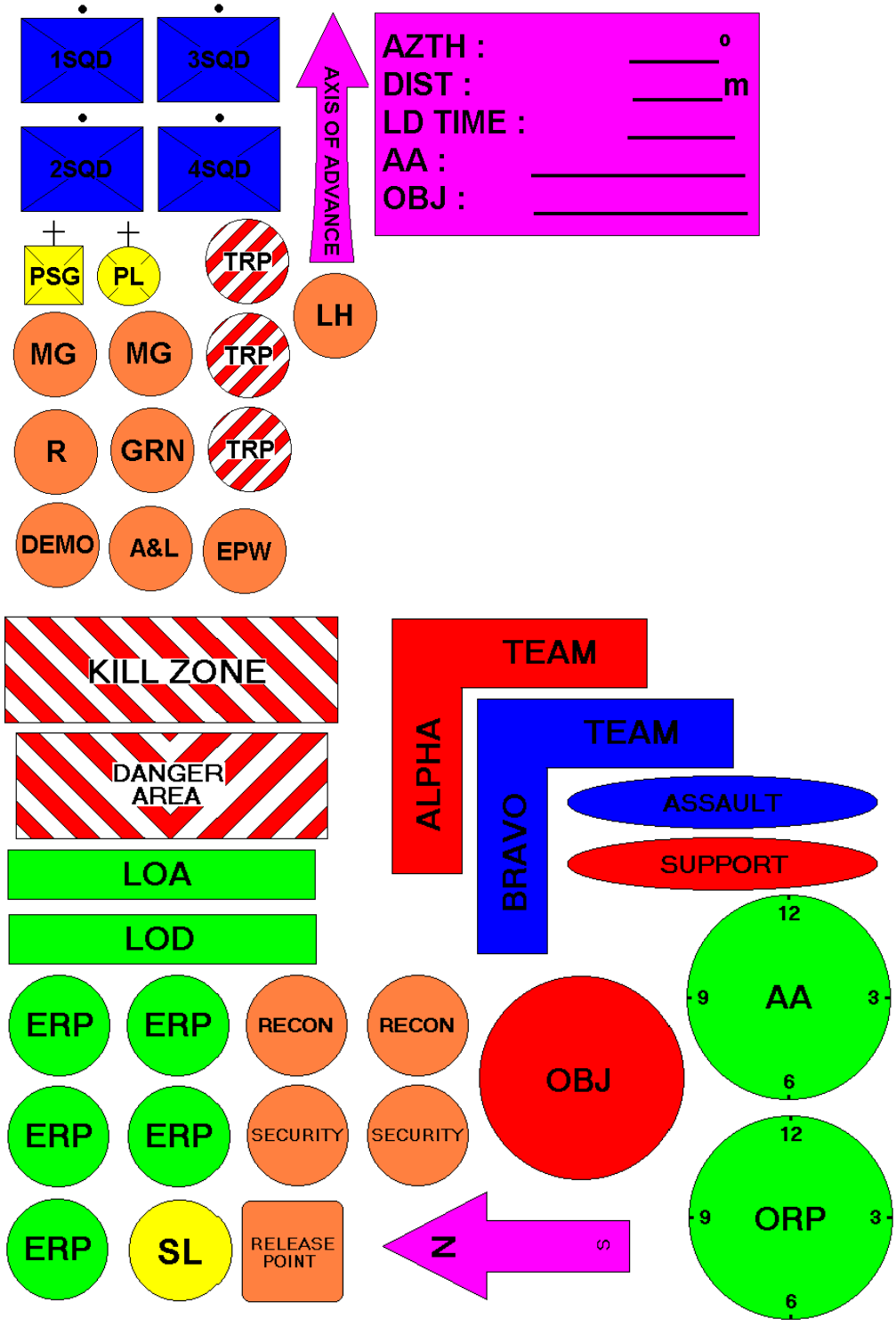
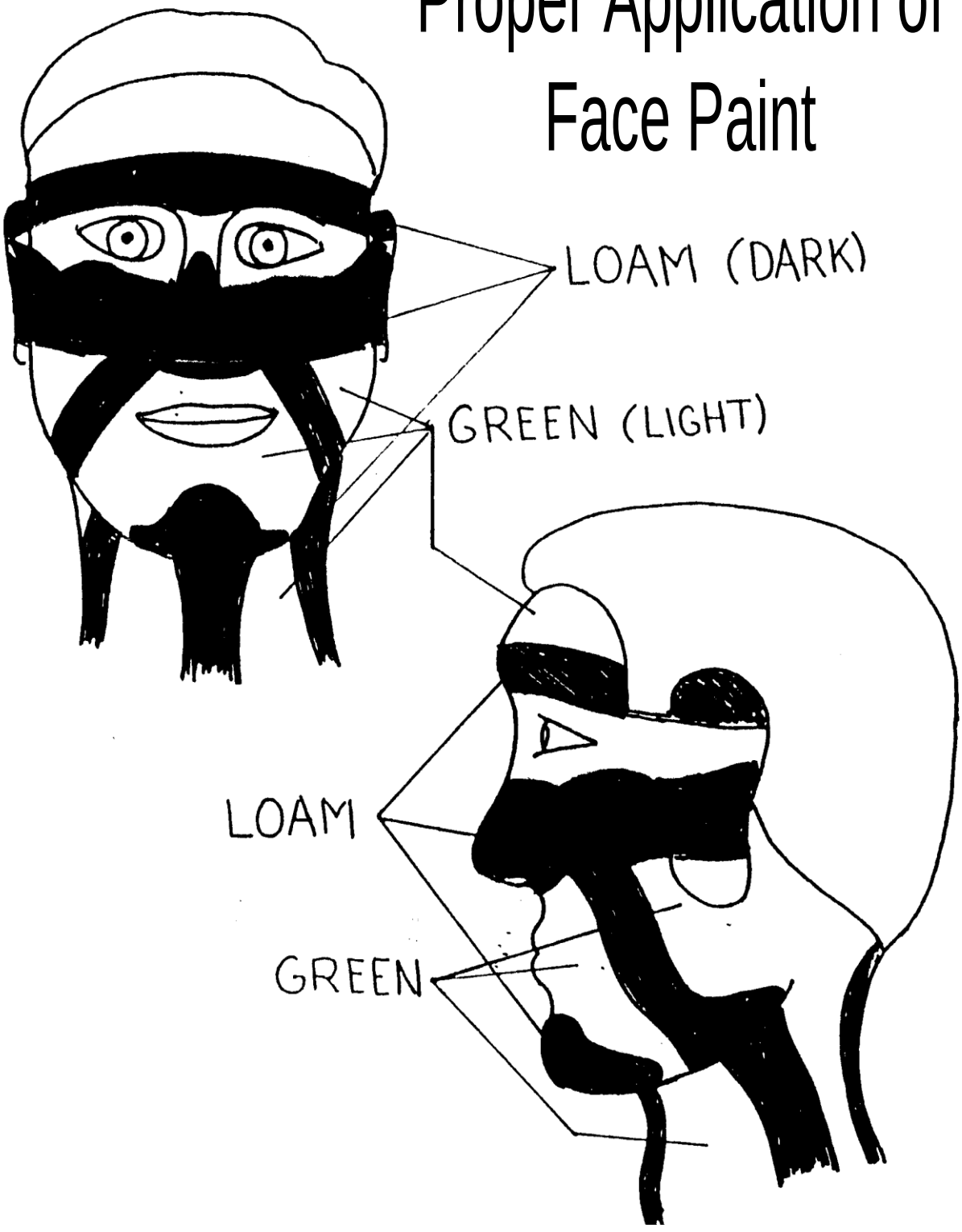
3. A BAG, BAG, WATERPROOF (1) INSIDE:
   (1) ACU TOP & BOTTOM (4)
   (2) SOCKS (4 PR min., but recommended more due to field time)
   (3) UNDERSHIRT (4 min., but recommended more due to field time)
   (4) UNDERWEAR (4 min., but recommended more due to field time)
   (5) T-SHIRT, IPFU (2)
   (6) TRUNKS, IPFU (2)
   (7) BATH TOWEL (2)
   (10) WASHCLOTH (1)
   (11) SOCKS, WHITE (2 PR)
   b. PARKA, GORTEX (1)
   c. PADLOCKS (1)
   d. BOOTS, COMBAT DESERT
   e. SHOES, SHOWER
   f. SHOES RUNNING
   g. BRA (Females) (4)
   h. POLY PRO COLD WEATHER BOTTOM
   i. LINER, PONCHO
   j. TROUSERS W/W (1)
   k. BAG, BARRACKS (2)
   l. Set of Velcro Name Tapes/US Flag/Unit Patch (1)
   m. Duffle Bag Shoe Tag Provided by the REGT and each PLT will have a different marking to help identify Platoon movement to AA/TTBs.)
   n. BUTT PACK from MOLLE KIT

All Items not listed above will be placed in civilian bag /B Bag and locked in a CONEX in the Regt Area.

4. PACK, ASSAULT: (Pack, Assault will be packed according to mission requirements and directed as per WF REGT SOP and Committee Training).

5. B Bag
   b. UNDERWEAR (2), BRA (Females) (2)
   c. ACU TOP & BOTTOM (1)
   d. IPFU JACKET (1), IPFU PANTS (1)
   e. T-SHIRT, IPFU (1),TRUNKS, IPFU (1)
   f. SOCKS, WHITE (4 PR)
   g. PADLOCKS (2)
   h. T-SHIRT, TAN (1), SOCKS (2)
   i. CAP, ACU (1)

**EXAMPLE OF A TERRAIN MODEL KIT** (THIS IS NOT THE REQUIRED MODEL, BUT THESE ARE THE BASICS) Other additional items may include: colored yarn, dismounted figures and the model kit on thick paper, laminated.



# Proper Application of Face Paint