

Infantry Platoon Tactical Standing Operating Procedure

This publication is generally comprised of extracts from FM 3-21.8 Infantry Rifle Platoon and Squad, but also references multiple sources. It provides the tactical standing operating procedures for infantry platoons and squads as applied to Warrior Forge, focusing on ROTC cadet use. The procedures included in this TACSOP apply unless leadership makes a decision to deviate from them based on METT-TC. Deviations from this TACSOP must be narrow and apply only to specific situations.

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Send recommendations for change with a summary letter to:

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CHAPTER 1 - DUTIES AND RESPONSIBILITIES

(FM 3-21.10 Chap 1, Sect IV JUL06)

COMPANY COMMANDER (CO) - leads by personal example and responsible for everything the company does or fails to do. Principle duties include the key areas of tactical employment, training, administration, personnel management, maintenance, force protection, and sustainment of the 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, the commander:

- Commands and controls through subordinate leaders.
- Employs company to accomplish its mission according to 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 the company command post (CP) effectively battle tracks the situation and status.
- Provides timely and accurate tactical picture to battalion commander and subordinate units.
- Implements measures for force protection, security, and accountability of forces and systems.
- Develops the leadership and tactical skill of platoon leaders.

Warrior Forge

Coordinate with the company cadre for detailed instructions.

Organize, control and move the Cadet company.

Develop a Cadet OPORD for the days of training. Publish the OPORD to Cadet PLs.

Promote effective time management.

Properly and efficiently manage subordinates.

EXECUTIVE OFFICER (XO) - Second in command. Primary role is to assist the commander in mission planning and accomplishment. Assumes command of the company as required and ensures that tactical reports from platoons are forwarded to battalion tactical operations center (TOC). Locates where he can maintain communications with the company commander and battalion. Along with the 1SG, plans and supervises, the company's sustainment operations; ensures that pre-combat inspections are complete. Plans and coordinates logistical support with agencies outside the company while the 1SG does the same internally. Prepares, or aids in preparing, paragraph 4 of the company operation order (OPORD). May also help the company commander plan the mission. Coordinates with higher headquarters, adjacent and supporting units. May aid in control of critical events of the battle such as a passage of lines, bridging a gap, or breaching an obstacle, or may assume control of a platoon attached to the company during movement. Might lead a quartering party, an element consisting of representatives of various company elements whose purpose is to precede the company and reconnoiter, secure, and mark an assembly area. 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. May also—

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

Warrior Forge

- Coordinate with cadre support staff for supplies, transportation and equipment to support training.
- Perform duties as assistant to the CO.
- Act as CO in the absence of the commander.
- Act as liaison between PLs and CO.
- Coordinate and follow up as the CO directs.
- Supervise distribution of supplies and equipment.
- Establish bivouac sites.
- Serve as the Company Safety Officer (prepare OPOD's safety paragraph).

FIRST SERGEANT (1SG) - leads by personal example and is responsible for everything the company does or fails to do. The senior noncommissioned officer (NCO) and normally the most experienced Soldier in the company. The commander's primary tactical advisor and expert on individual and NCO skills. Helps the commander plan, coordinate, and supervise all activities that support the unit mission. Operates where the commander directs or where can best influence a critical point or what is viewed as the unit's decisive point. In addition:

- Supervises routine operations, including enforcing 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 expertise such as Soldier care, force protection, security, and accountability.
- Assists the XO and keeps self prepared to assume the XO's duties, if needed.
- Leads task-organized elements or subunits for the company's shaping effort or designated missions.

Warrior Forge

- Organize the company for formations.
- Organize details to accomplish company tasks.
- Prepare and submit morning personnel reports.
- Monitor Cadet sick call and account for all absences during the day.
- Control the company's movement.
- Supervise field mess feeding.
- Perform other duties as the CO may direct.
- Enforce First Call and Lights Out.
- Utilize Cadet PSGs to accomplish company-wide requirements.

PLATOON LEADER (PL) - Responsible for all the platoon does or fails to do. In the conduct of duties, consults platoon sergeant in all matters related to the platoon. Knows Soldiers and therefore how to employ the platoon and its organic and supporting weapons. During operations, the platoon leader—

- Leads platoon in supporting higher headquarters missions. Bases actions on assigned mission and intent and concept of 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 self where most needed to accomplish the mission.
- Assigns clear tasks and purposes to squads.
- Understands the mission and commanders' intent two levels up (the company and battalion).

The platoon leader works to develop and maintain situational understanding (SU) by:

- attempting to know what is happening in the present in terms of friendly, enemy, neutral, and terrain situations.
- knowing the end-state that represents mission accomplishment.
- determining critical actions and events that must occur to move unit from present to end-state.
- assessing risk throughout all phases of operations.

Warrior Forge

- Coordinate with the CO and XO.
- Control platoon organization.
- Complete all required platoon tasks.
- Establish platoon plan of action.
- Create and issue platoon operations orders (OPORD).
- Conduct platoon inspections and rehearsals.
- Organize physical training activities.

PLATOON SERGEANT (PSG) - Senior NCO in the platoon and second in command. Sets the example in everything. Tactical expert in Infantry platoon and squad operations, including maneuver of platoon-sized elements and employment of all organic and supporting weapons. Advises the PL in all administrative, logistical, and tactical matters. Responsible for the care of personnel, weapons, and equipment of the platoon. As second in command, assumes duties as assigned by the PL. Traditionally—

- Ensures platoon is prepared to accomplish 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 base of fire or with assault element).
- Receives squad leaders' administrative, logistical, and maintenance reports, and requests for rations, water, fuel, and ammunition.
- Coordinates with higher headquarters to request logistical support (usually 1SG or XO).
- Manages platoon's combat load prior to operations and monitors logistical status during operations.
- Establishes and operates platoon's casualty collection point (CCP), including directing platoon medic and aid/litter teams in moving casualties; maintains platoon strength levels information; consolidates and forwards platoon's casualty reports; 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).

Warrior Forge

- Assist the PL.
- Coordinate with Cadet 1SG and Cadet SLs.
- Organize platoon formations.
- Account for platoon attendance.

- Prepare and submit morning reports.
- Control sick call and account for absences.
- Supervise issue/turn in of supplies and equipment.
- Supervise barracks maintenance.
- Control movement of the platoon.

SQUAD LEADER (SL) - Senior Infantryman in the squad, is responsible for all the squad does or fails to do. Directs team leaders and leads by personal example. Has authority over subordinates and overall responsibility for those subordinates' actions. Centralized authority enables the SL to act decisively while maintaining troop discipline and unity. Even in the course of carefully-planned actions, must accomplish assigned missions using initiative without constant guidance from above. Responsible for the care of personnel, weapons, and equipment. During operations, the squad leader—

- Is SME on all battle drills and individual drills.
- Is SME in 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 movement of 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 general locations and sectors in the defense.
 - Communicates timely and accurate spot reports (SPOTREPs) and status reports, including—
 - o Size, activity, location, unit, time, and equipment (SALUTE) SPOTREPs.
 - o Status to PL (including squad location and progress, enemy situation, enemy killed in action [KIA], and security posture).
 - o Status of ammunition, casualties, and equipment to the PSG.
 - 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 PSG or PL as required.
 - Understands the mission and commander's intent two levels up (platoon and company).

Warrior Forge

- Ensure the squad is in proper uniform with proper equipment for training.
- Lead and supervise up to 13 squad members.
- Ensure that the squad draws all necessary equipment and rations required for training.
- Personally prepare and inspect the squad for all missions.
- Keep squad accountability and report to the PSG.
- Control movement of the squad.
- Prepare and submit reports.
- Prepare and issue the squad operation order (OPORD).

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CHAPTER 2 - COMMAND AND CONTROL

SECTION I – TROOP LEADING PROCEDURES (FM 3-21.8 Ch 5 MAR07; FM 3-21.10 Ch 2-1 JUL06; FM 5-0 App C MAR10)

ASSUMPTION OF COMMAND - When it is necessary for a new leader to assume command of the platoon, as the situations allows, they will accomplish the following tasks:

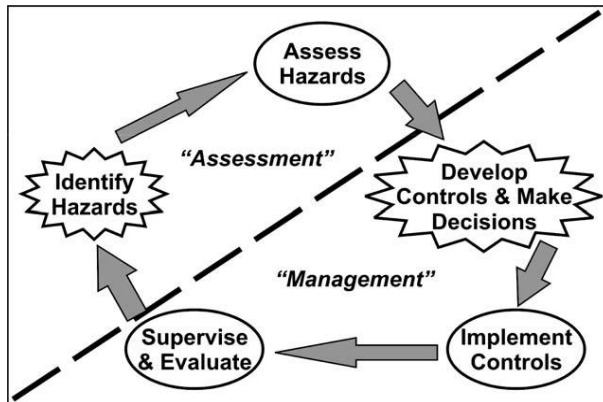
- a. Inform higher headquarters of the change
- b. Reestablish the platoon chain of command and ensure all subordinates are made aware of changes
- c. Check the platoon's security and the emplacement of key weapons
- d. Check the platoon's equipment and personnel status
- e. Pinpoint the platoon's location
- f. Assess the platoon's ability to continue the mission
- g. Inform higher command of assessment
- h. Continue the mission / initiate Troop Leading Procedures

TROOP LEADING PROCEDURES

1. Receive the Mission
 - (1) Determine mission and time available (develop timeline)
 - (2) Detailed analysis of METT-TC
 - (3) 1/3-2/3 rule
2. Issue a Warning Order
3. Make a Tentative Plan
 - (1) **Mission**
 - Enemy**
 - Terrain and Weather**
 - Observation and Fields of Fire**
 - Avenues of Approach**
 - Key Terrain**
 - Obstacles**
 - Cover and Concealment**
 - Visibility, Winds, Precipitation, Cloud cover,
 - Temperature/humidity
 - Troops Available**
 - Time Available**
 - Civil considerations**
 - (2) Mission and intent of commander two levels up
 - (3) Mission and intent of immediate commander
 - (4) Platoon or Squad mission
 - (5) Constraints
 - (6) Identification of tasks (Specified, Implied, Essential)
 - (7) Identification of risks
 - (8) Restated mission
 - (9) Analysis of Enemy
 - (a) Composition
 - (b) Disposition
 - (c) Strength

- (d) Capabilities
- (e) Anticipated Enemy Courses of Action
- (10) Course of Action Development
 - (a) Analyze Relative Combat Power
 - (b) Generate Options
 - © Array Initial forces
 - (d) Develop Schemes of Maneuver
 - (e) Assign Headquarters
 - (f) Prepare COA Statements and Sketches
 - (g) Wargaming of COA(s)
 - (f) COA Comparison and Selection
- 4. Initiate movement
- 5. Conduct Reconnaissance
 - (1) Confirm Priority Intelligence Requirements (PIRs)
 - (2) If leaving the platoon or squad to conduct leader's reconnaissance, leave a five point contingency plan, or GOTWA
 - (a) Where the leader is **G**oing
 - (b) **O**thers going with the leader
 - © Amount of **T**ime the leader plans to be gone
 - (d) **W**hat to do if the leader does not return
 - (e) 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
 - (1) 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)
 - (2) 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
 - © special teams
 - (d) movement techniques
 - (e) others as required
 - (3) Security must be maintained during the rehearsal.
 - (4) Inspections
 - (a) Squad leaders should conduct initial inspections shortly after receipt of the WARNO
 - (b) The PSG should conduct spot checks throughout the preparation
 - © The PL and PSG conduct final inspections
 - (5) Inspections should include:
 - (a) Weapons and ammunition
 - (b) Uniforms and Equipment
 - © 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 – COMPOSITE RISK MANAGEMENT PROCESS
(MSL 401 Revised Officership Track, Section 6 2008)



RISK ASSESSMENT MATRIX						
		Probability				
Severity		Frequent A	Likely B	Occasional C	Seldom D	Unlikely E
Catastrophic	I	E	E	H	H	M
Critical	II	E	H	H	M	L
Marginal	III	H	M	M	L	L
Negligible	IV	M	L	L	L	L
E – Extremely High		H – High		M – Moderate		L – Low

Hazard Probability

Frequent – Occurs very often, known to happen regularly. Examples: vehicle rollovers, rear-end collisions, and heat injury during a battalion physical training run with hot weather or non-acclimated Soldiers.

Likely – Occurs several times, a common occurrence. Examples: improvised explosive devices (IEDs), wire strikes for aircraft, and unintentional weapons discharges.

Occasional – Occurs sporadically, but is not uncommon. Examples: unexploded ordnance (UXO) and fratricide.

Seldom – Remotely possible, could occur at some time. Usually several things must go wrong for it to happen. Examples: heat-related death or electrocution.

Unlikely – Can assume will not occur, but not impossible. Examples might include detonation of containerized ammunition during transport.

Hazard Severity

Catastrophic:

- Complete mission failure or the loss of ability to accomplish a mission
- Death or permanent total disability
- Loss of major or mission-critical systems or equipment
- Major property or facility damage
- Severe environmental damage
- Mission-critical security failure
- Unacceptable collateral damage.

Critical:

- Severely degraded mission capability or unit readiness
- Permanent partial disability or temporary total disability exceeding three months
- Extensive major damage to equipment or systems
- Significant damage to property or the environment
- Security failure
- Significant collateral damage.

Marginal:

- Degraded mission capability or unit readiness
- Minor damage to equipment or systems, property, or the environment
- Lost days due to injury or illness not exceeding three months
- Minor damage to property or the environment.

Negligible:

- Little or no adverse impact on mission capability
- First aid or minor medical treatment
- Slight equipment or system damage, but fully functional or serviceable
- Little or no property or environmental damage.

Risk Tolerance

Extremely High Risk – Loss of ability to accomplish the mission if hazards occur during mission. Risk associated with this mission, activity, or event may have severe consequences beyond those associated with this specific operation or event. The decision to continue must be weighed carefully against the potential gain to be achieved by continuing this COA.

High Risk – Significant degradation of mission capabilities in terms of required mission standard, inability to accomplish all parts of mission, or inability to complete mission to standard if hazards occur during the mission. This implies that if a hazardous event occurs, serious consequences will occur. The decision to continue must be weighed carefully against the potential gain to be achieved by continuing this COA.

Moderate Risk – Expected degraded mission capabilities in terms of the required mission standard that will result in reduced mission capability if hazards occur during mission.

Low Risk – Expected losses have little or no impact on accomplishing the mission. Injury, damage, or illness are not expected, or may be minor and have no long term impact or effect.

Risk Controls

1. Educational (awareness) Controls – These controls are based on the knowledge and skills of units, organizations, or individuals. It includes their awareness of the hazard and control. Effective educational control is implemented through individual and collective training that ensures performance to standard.

2. Physical Controls – These take the form of barriers and guards or signs to warn individuals, units, or organizations that a hazard exists. Special controller or oversight personnel also fall into this category.

3. Avoidance/Elimination Controls – These controls include positive action to prevent contact with an identified hazard or the total elimination of the hazard. To be effective, each control developed must meet the following criteria:

- **Suitability.** It must remove the hazard or mitigate (reduce) the residual risk to an acceptable level.
- **Feasibility.** The unit must have the capability to implement the control.
- **Acceptability.** The benefit gained by implementing the control must justify the cost in resources and time. The assessment of acceptability is largely subjective.

COMPOSITE RISK MANAGEMENT WORKSHEET											
For use of this form, see FM 5-19; the proponent agency is TRADOC.											
1. MSN/TASK			2a. DTG BEGIN			2b. DTG END			3. DATE PREPARED (YYYYMMDD)		
4. PREPARED BY											
a. LAST NAME				b. RANK				c. POSITION			
5. SUBTASK	6. HAZARDS	7. INITIAL RISK LEVEL	8. CONTROLS			9. RESIDUAL RISK LEVEL	10. HOW TO IMPLEMENT	11. HOW TO SUPERVISE (WHO)	12. WAS CONTROL EFFECTIVE?		
Additional space for entries in items 5 through 11 is provided on Page 2.											
13. OVERALL RISK LEVEL AFTER CONTROLS ARE IMPLEMENTED (Check one)											
<input type="checkbox"/> LOW			<input type="checkbox"/> MODERATE			<input type="checkbox"/> HIGH			<input type="checkbox"/> EXTREMELY HIGH		
14. RISK DECISION AUTHORITY											
a. LAST NAME				b. RANK		c. DUTY POSITION				d. SIGNATURE	

SECTION III – ORDERS
(FM 5-0 App E MAR10)

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 orders:

- (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
 - Concept of Operations
 - Tasks to Subordinate Units
- (4) Sustainment
- (5) Command and Control

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. Operations Orders (OPORD) – Basic format is listed under sub-paragraph a, above. The following are two adjusted OPORD formats to accommodate the Warrior Forge training environment.

Squad Operation Order

- (1) Situation
 - (a) Enemy
 - (b) Friendly
 - (c) Attachments and Detachments
- (2) Mission
 - (a) Who, What (task), When, Where, Why (purpose)
- (3) Execution
 - (a) Concept of Operations
 1. Scheme of Maneuver
 2. Scheme of Fires
 - (b) Tasks to Subordinate Units
 - (c) Coordinating Instructions
 1. Risk Reduction Control Measures
- (4) Sustainment
- (5) Command and Control

Platoon Operation Order

- (1) Situation
 - (a) Enemy Forces
 - Identify enemy forces and appraise their general capabilities. Describe the enemy's disposition, location, strength, and probable courses of action.
 - (b) Friendly Forces
 1. Higher Headquarters' Mission and Intent
 2. Missions of Adjacent Units
 - (c) Attachments and Detachments
- (2) Mission (Who, What (task), When, Where, Why (purpose))
- (3) Execution
 - (a) Commander's Intent
 - (b) 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.
 - (c) Tasks to Maneuver Units - Tasks and purpose for each.
 - (d) Tasks to combat support units
 - (e) Coordinating Instructions
 1. Priority Intelligence Requirements
 2. Fire Support Coordination Measures
 3. Rules of Engagement
 4. Risk Reduction Control Measures
 5. Order of march and other MMNT procedures
 6. MOPP level
 7. Troop safety and operational exposure guide
 8. Engagement and disengagement criteria and instructions
 9. Reporting requirements
 10. Consolidation and reorganization instructions
- (4) Sustainment - Describe the concept of sustainment, including priorities by unit or area.
 - (a) Logistics
 - (b) Personnel
 - (c) Health System Support
- (5) Command and Control
 - (a) Command
 - Location of Commander / Succession of Command / Liaison Requirements
 - (b) Control
 - Command Posts / Reports
 - (c) Signal
 - SOI index in effect / Listening silence if applicable / Methods of communication in priority / Emergency signals / Code words

3. CLASSES (CL) OF SUPPLY

- CL I - Subsistence
- CL II - Clothing, individual equipment, tools and tent packages
- CL III - Petroleum, oil and lubricants (POL)
- CL IV - Construction materials
- CL V - Ammunition
- CL VI - Personal demand items (sundry packs)
- CL VII - Major end items
- CL VIII - Medical supplies
- CL IX - Repair parts

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CHAPTER 3 – OPERATIONS

(FM 3-21.10 Chap 9 JUL06)

SECTION I – FIRE CONTROL AND DISTRIBUTION

1. Fire control measures Fire control measures are the means by which the company commander or subordinate leaders control direct fires. Helps the unit acquire the enemy, focus fires, distribute the effects, and prevent fratricide.

<i>Terrain-Based Fire-Control Measures</i>	<i>Threat-Based Fire-Control Measures</i>
Target reference point Engagement area Sector of fire Direction of fire Terrain-based quadrant Friendly based quadrant Maximum engagement line Restrictive fire line Final protective line	Fire patterns Target array Engagement priorities Weapons ready posture Engagement criteria Weapons control status Rules of engagement Weapons safety posture Engagement techniques

2. Engagement Techniques – Effects-oriented direct-fire distribution measures.

- 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. Fire Commands – Oral orders issued by leader to focus and distribute fires as required to achieve desired effects. The elements of a Fire Command include:

a. Alert. The leader designates which weapon(s) is to fire by weapon type, Soldier's position, or Soldier's name. (Ex: GUIDONS (all subordinate elements), RED (1st Plt only))

b. Weapon or Ammunition (Optional). Identifies weapon or ammunition to be employed. May designate type or number of rounds to limit ammo expenditure. (Ex: JAVELIN, MACHINE GUN)

c. Target Description. The leader identifies the target. For multiple targets, he also tells which target to engage first. (Ex: TROOPS IN TRENCH, BUNKER, PCs)

d. Orientation. Identifies location or vicinity of target.(Ex: TRP13, ONE O'CLOCK, LEFT FRONT, ON MY TRACER)

e. Range (Optional). Distance to target.

f. Control (Optional). Used to direct desired target effects, distribution methods, or engagement techniques. (Ex: JAVELIN ENGAGE VEHICLE, MACHINE GUNS ENGAGE TROOPS)

g. Execution (Time). Specifies when direct fires should be initiated. (Ex: FIRE, AT MY COMMAND, AT YOUR COMMAND, AT PHASE LINE ORANGE)

SECTION II – RANGE CARDS AND SECTOR SKETCHES
(STP 7-11B1-SM-TG Pg 218; FM 3-21.71 App H AUG02)

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 hundred. 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 in sector are drawn, 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) Weapon reference point is numbered last. Location uses 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. Identified as Primary, Alternate, or Supplementary.

(2) DATE. Date and time the range card was completed.

(3) WEAPON. Indicates the weapons used.

(4) EACH CIRCLE EQUALS _____ METERS. Write distance in meters between circles.

(5) NO. Starting with left and right limits, TRPs and reference points listed in numerical order.

(6) DIRECTION/DEFLECTION. The direction listed in degrees, deflection listed in mils.

(7) ELEVATION. The elevation listed in mils.

(8) RANGE. Distance in meters to left and right limits, TRPs, and reference points.

(9) AMMO. Type of ammunition used.

(10) DESCRIPTION. Name of the object (e.g., FARMHOUSE, WOODLINE, HILLTOP).

(11) REMARKS. Record weapon reference point data and any additional information.

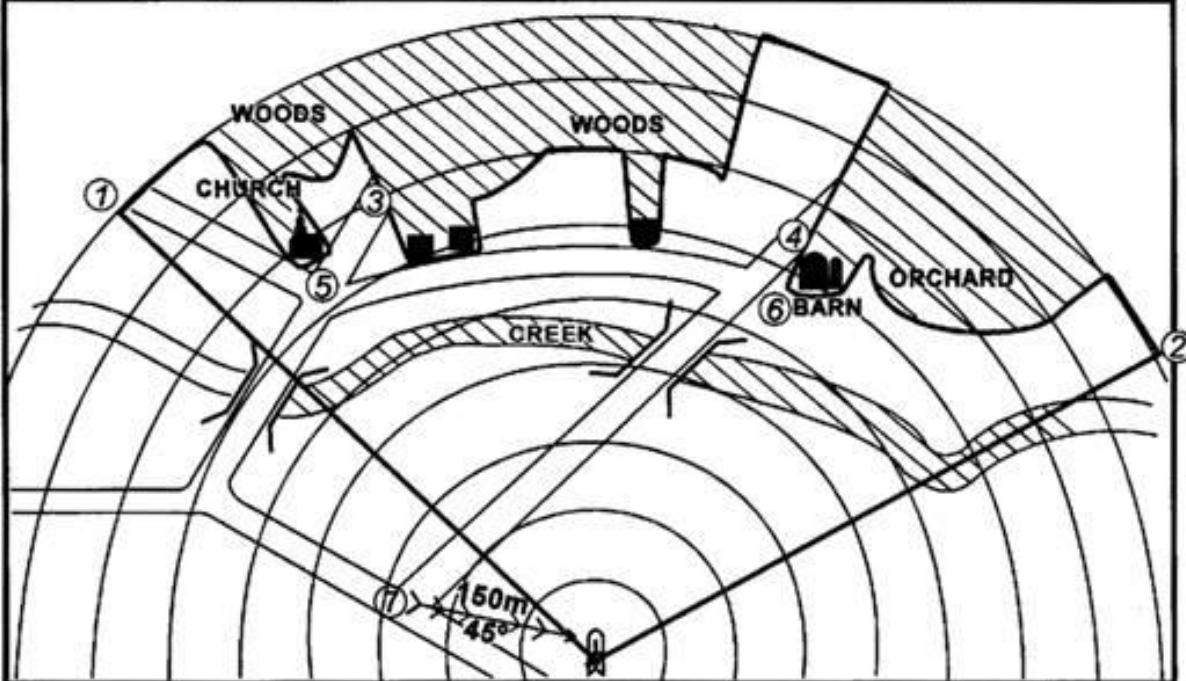
STANDARD RANGE CARD

For use of this form see FM 3-21.71. The proponent agency is TRADOC.

SQD 1
 PLT 3
 CO A

May be used for all types of direct fire weapons.

➔
 MAGNETIC
 NORTH



DATA SECTION

POSITION IDENTIFICATION
PRIMARY

DATE

WEAPON JAVELIN		EACH CIRCLE EQUALS <u>220m</u> METERS			
NO.	DIRECTION/ DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION
1	230°	/	1775m	/	LL
2	289°		2000m		RL
3	240°		1675m		ROAD - AA
4	246°		1425m		ROAD - AA
5	260°		1550m		CHURCH - AB1670
6	264°		1350m		BARN - AB1677

REMARKS:

MAKE 2 COPIES ⑦ - GRP DIR 45° RANGE 150m DESCR - INTERSECTION

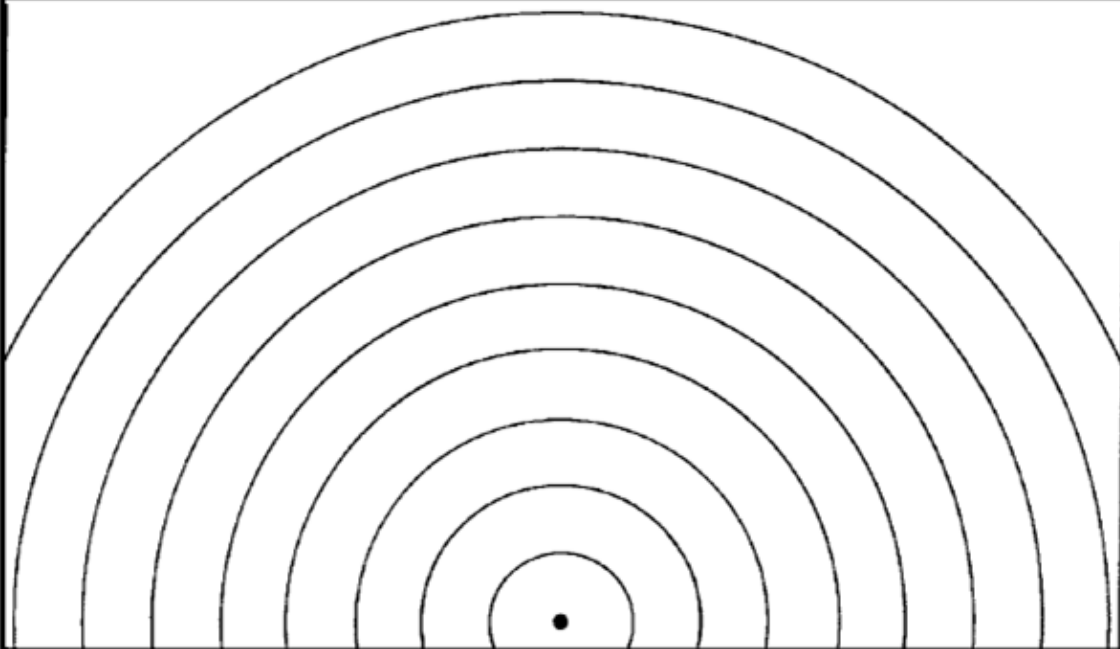
STANDARD RANGE CARD

For use of this form see FM 3-21.71; the proponent agency is TRADOC.

SQD _____
 PLT _____
 CO _____

May be used for all types of direct fire weapons.

MAGNETIC
NORTH



DATA SECTION

POSITION IDENTIFICATION _____ DATE _____

WEAPON _____ EACH CIRCLE EQUALS METERS _____

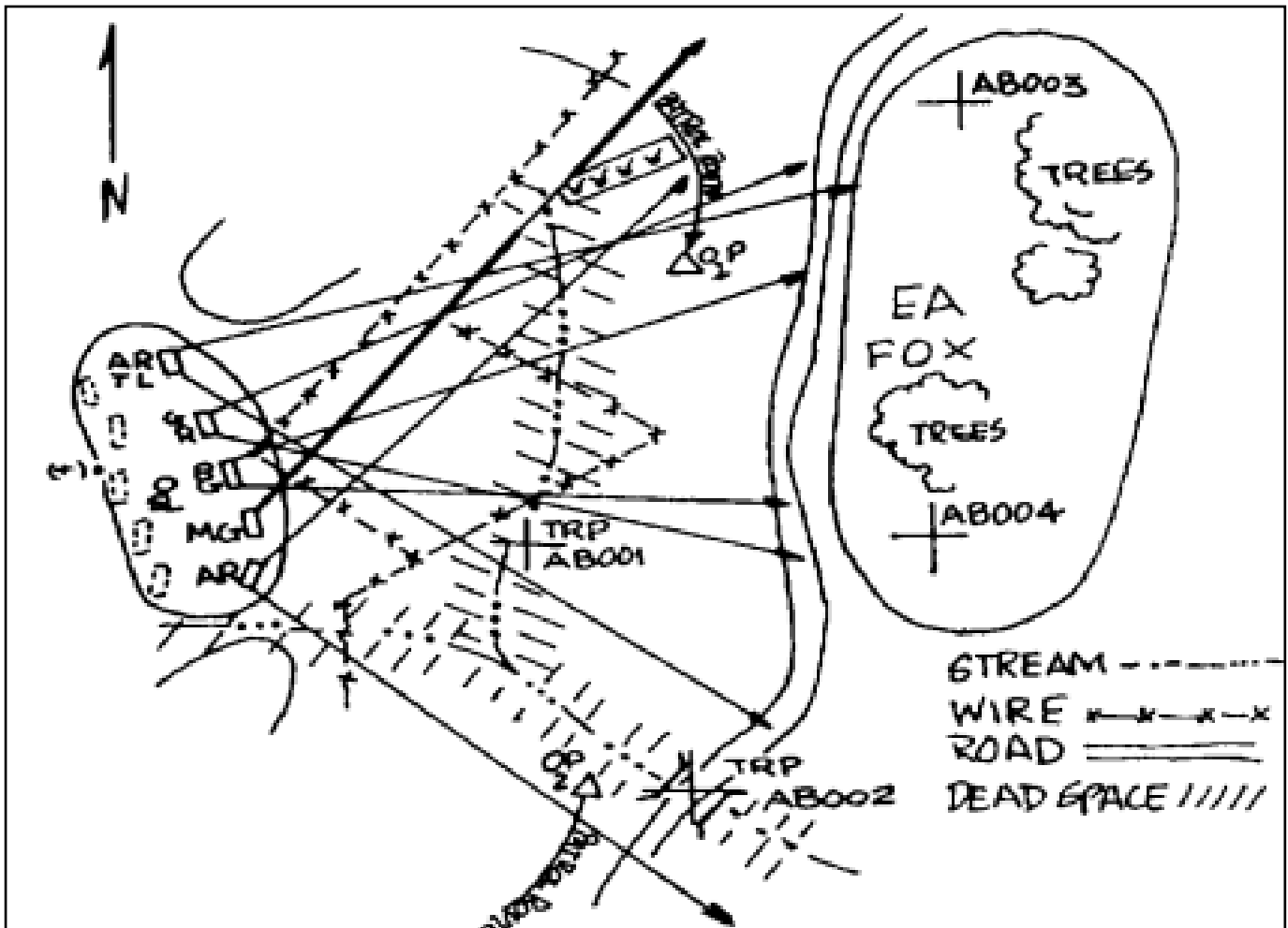
NO.	DIRECTION/ DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION

REMARKS: _____

2. SECTOR SKETCHES

a. Squad sector - 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, include:

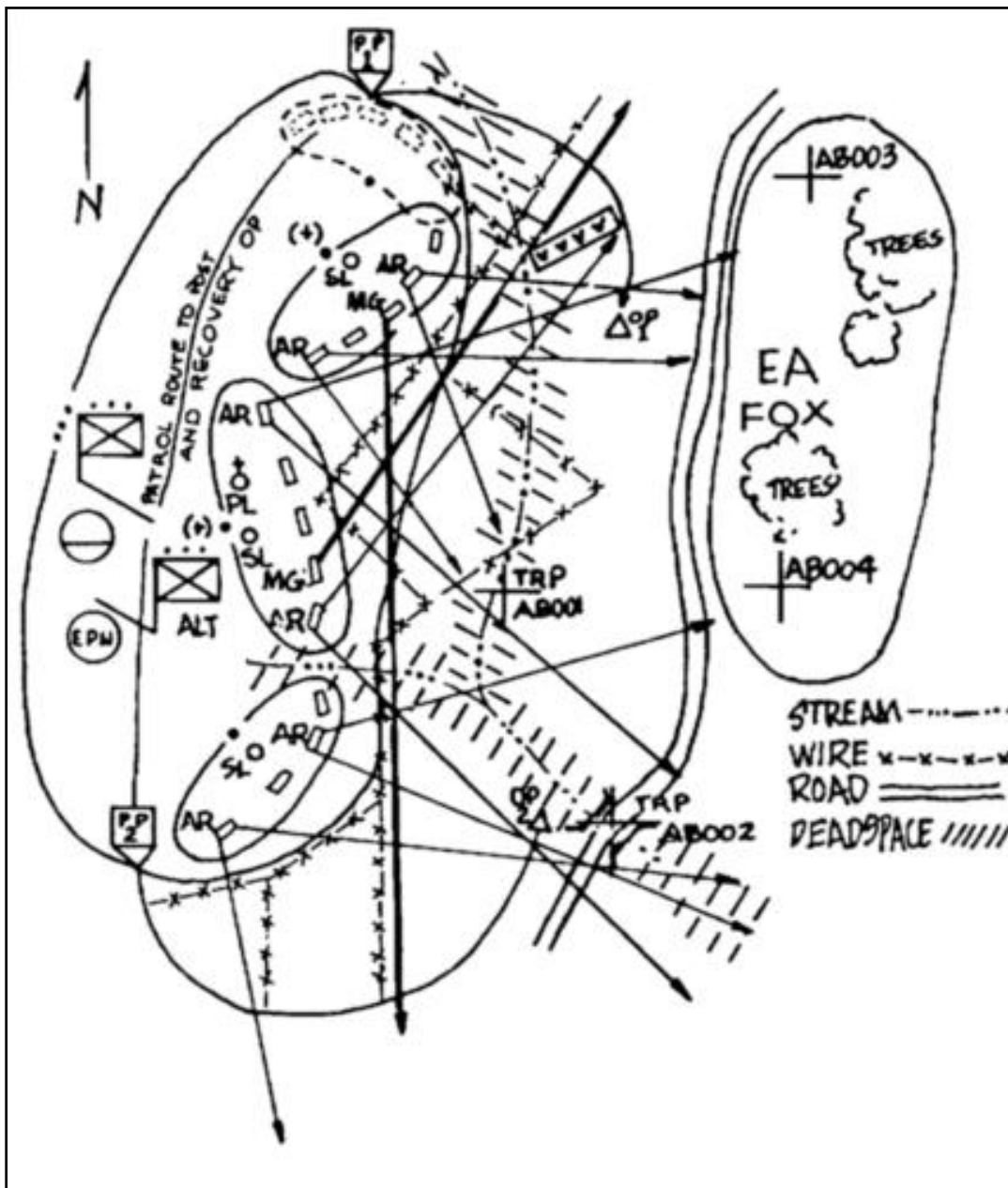
- (1) Key terrain within the squad sector.
- (2) Each individual fighting position and its primary and secondary sectors of fire.
- (3) Key weapons positions, primary and secondary sectors of fire, and fire control measures.
- (4) All CP and OP locations.
- (5) All dead space within squad sector.
- (6) All obstacles and mines within squad sector.



Squad Sector Sketch

b. Platoon sector - 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, include:

- (1) Squad positions and sectors of fire.
- (2) Key weapons positions, 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 platoon sector.
- (6) All mines and obstacles within platoon sector.
- (7) Any TRPs or FPFs (Final Protective Fires) within platoon sector.



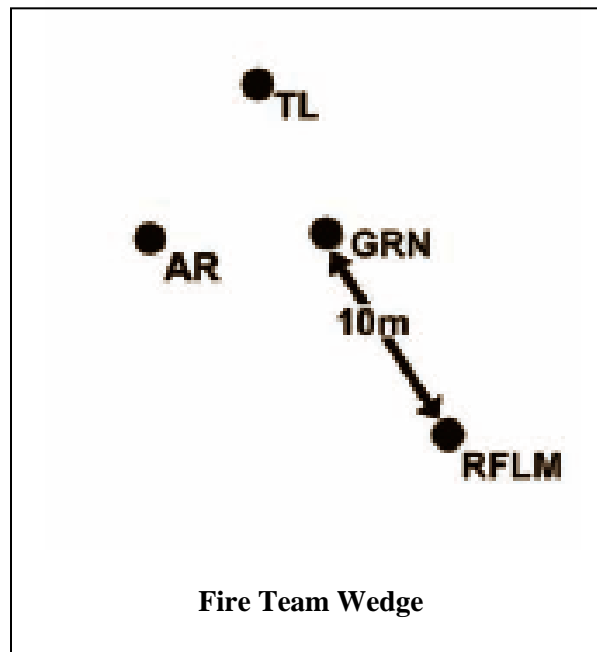
Platoon Sector Sketch

SECTION III – MOVEMENT
(FM 3-21.8 Chap 3 MAR07)

Movement Formation	When Most Often Used	CHARACTERISTICS			
		Control	Flexibility	Fire Capabilities and Restrictions	Security
Fire team wedge	Basic fire team formation	Easy	Good	Allows immediate fires in all directions	All-round
Fire team file	Close terrain, dense vegetation, limited visibility conditions	Easiest	Less flexible than wedge	Allows immediate fires to the flanks, masks most fires to the rear	Least

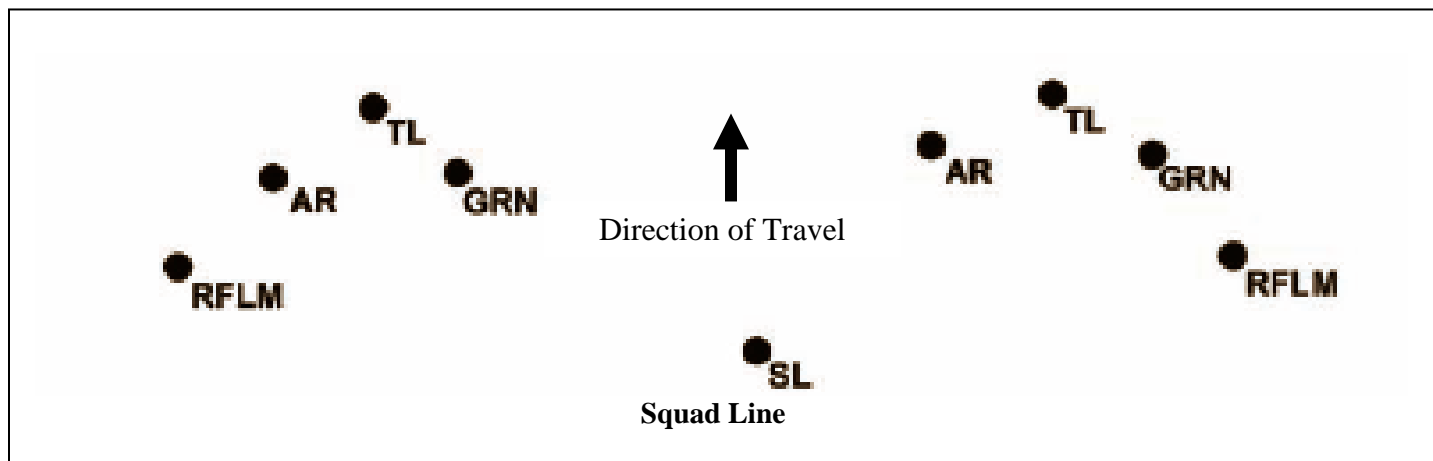
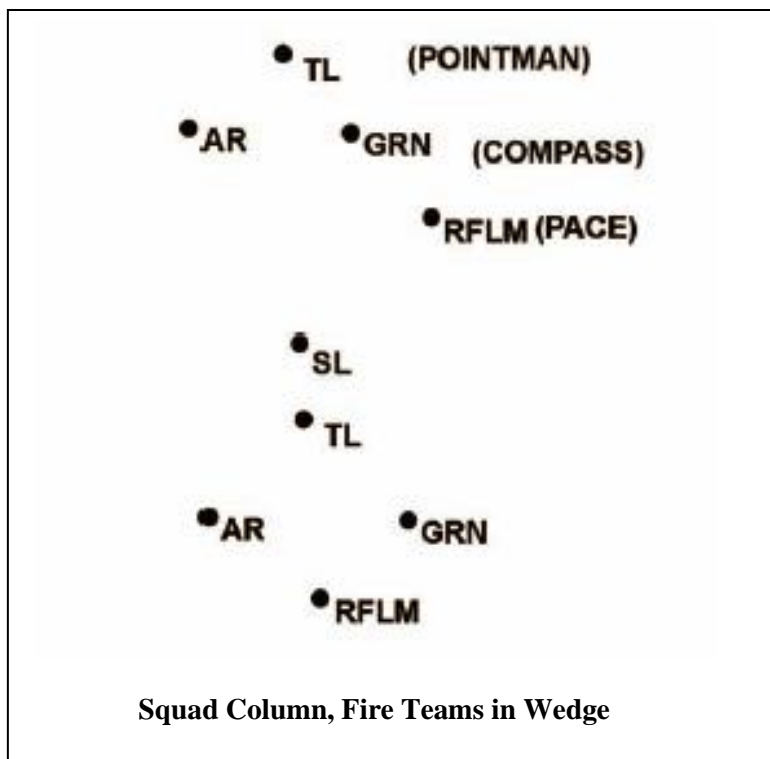
- **Team Leader (TL)**
- **Auto Rifleman (AR)**
- **Grenadier (GRN)**
- **Rifleman (RFLM)**

Fire Team File



Fire Team Wedge

Movement Formation	When Most Often Used	CHARACTERISTICS			
		Control	Flexibility	Fire Capabilities and Restrictions	Security
Squad column	The main squad formation	Good	Aids maneuver, good dispersion laterally and in depth	Allows large volume of fire to the flanks but only limited volume to the front	All-around
Squad line	For maximum firepower to the front	Not as good as squad column	Limited maneuver capability (both fire teams committed)	Allows maximum immediate fire to the front	Good to the front, little to the flank and rear
Squad file	Close terrain, dense vegetation, limited visibility conditions	Easiest	Most difficult formation to maneuver from	Allows immediate fire to the flanks, masks most fire to the front and rear	Least



TL

SL (OPTIONAL)

AR

GRN

RFLM

SL

TL

AR

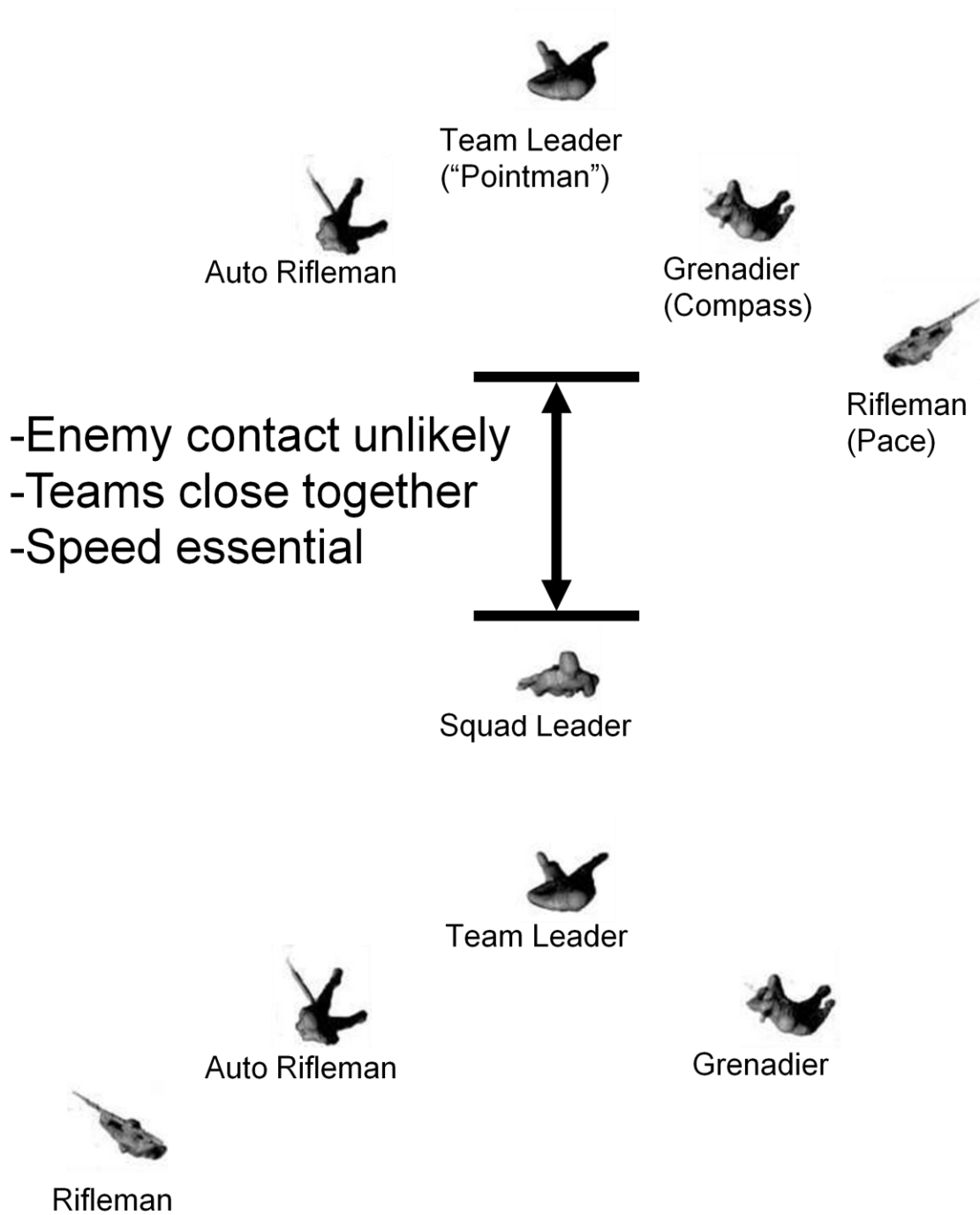
GRN

TL (OPTIONAL)

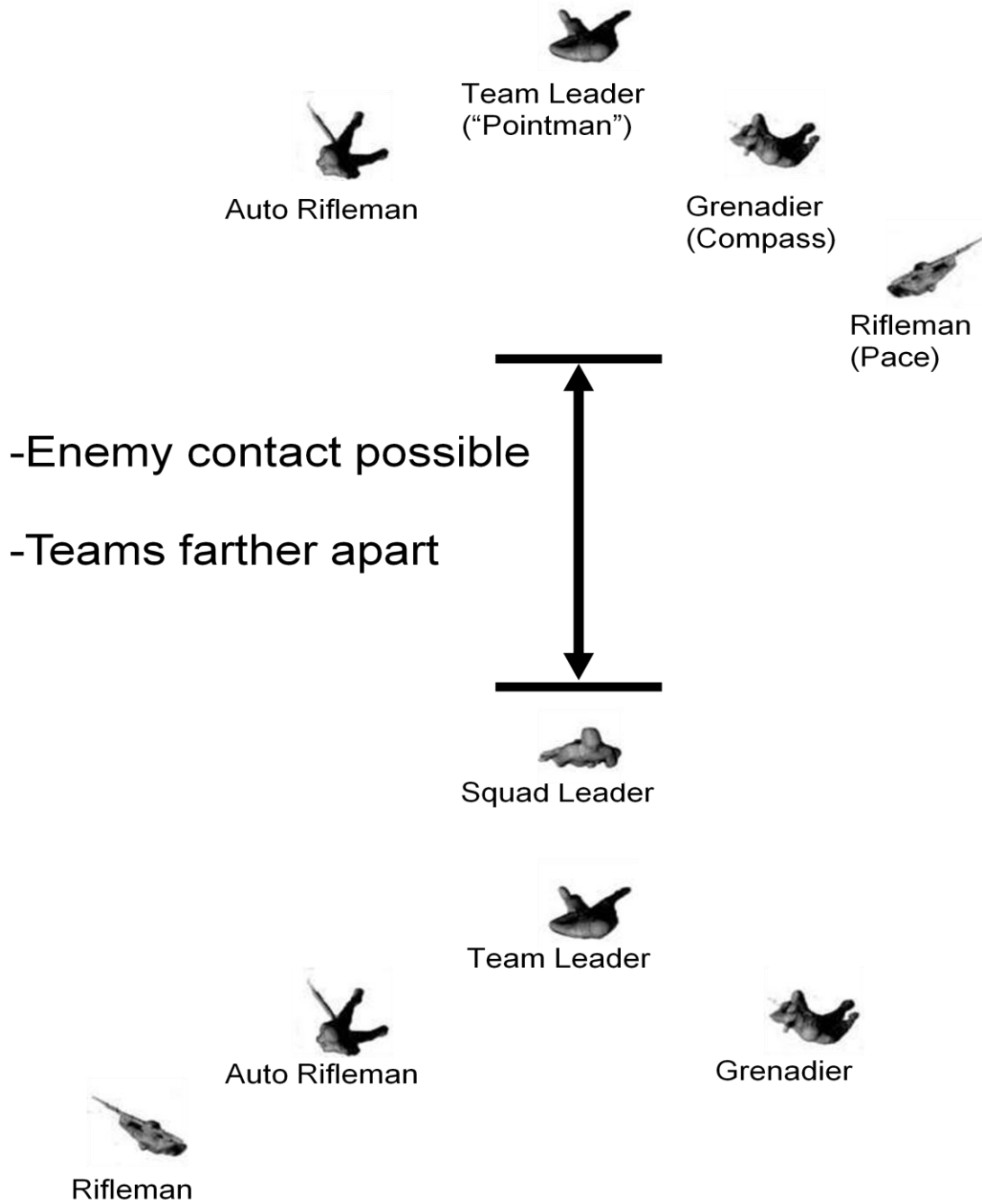
RFLM

Squad File

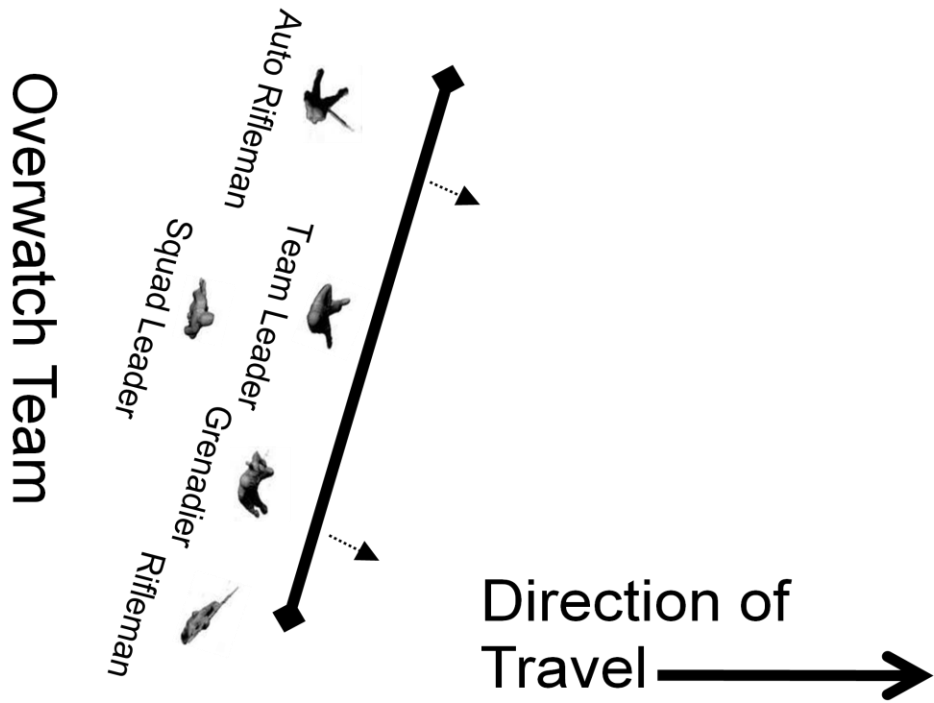
Traveling



Traveling Overwatch



Bounding Overwatch



-Enemy contact expected

-Teams move individually, covering each other's movement (bounds)



SECTION IV – COMMUNICATION
(FM 3-21.10 Pg 4-51 JUL06; FM 3-21.8 Pg 2-12 MAR07; FM 21-60 SEP87)

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.

- Change frequencies and call signs IAW unit SOI (Signal Operating Instructions)
- Use established formats (ex. SALUTE) to expedite transmissions

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.

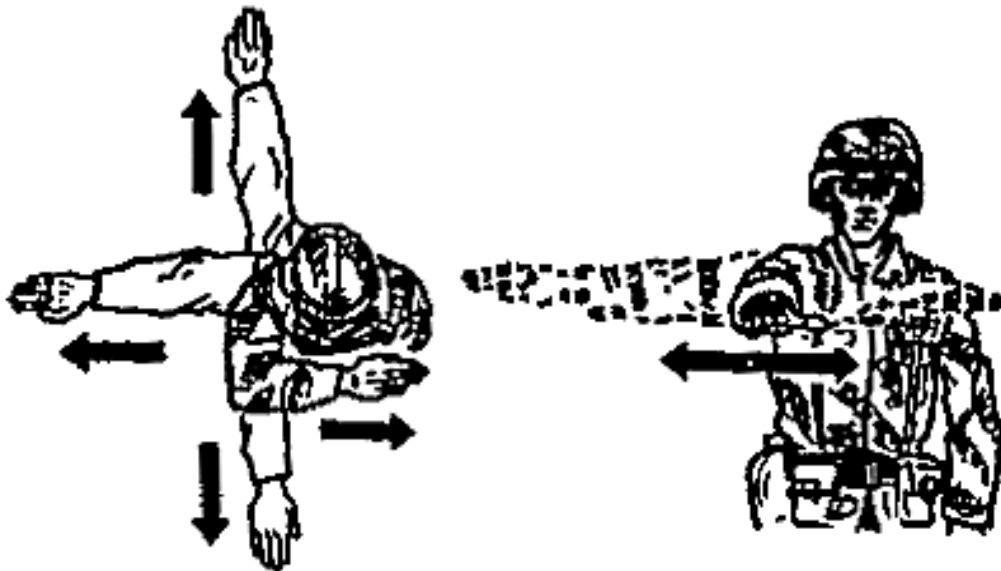
2. CODE WORDS AND SIGNALS

a. Code Words

- (1) Speed up communications
- (2) Add a degree of security
- (3) Help with command and control
- (4) Code words are established during tactical operations to describe objectives, phase lines, check points and link ups.

b. Signals - Signals can be used in many forms during an operation. Signals are usually either audio or visual. The key to the use of signals is ensuring **everyone** is aware of the signal and its meaning.

(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.



DISPERSE

(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.



ASSEMBLE or RALLY

(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.



JOIN ME, FOLLOW ME, OR COME FORWARD

(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.



INCREASE SPEED, DOUBLE TIME, or RUSH

(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.



QUICK TIME

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



ENEMY IN SIGHT

(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.



TAKE COVER

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



WEDGE

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



VEE

(10) **LINE** – Extend the arms parallel to the ground.



LINE

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



COIL

(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.



ECHELON LEFT

(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.



ECHELON RIGHT

(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.



STAGGERED COLUMN

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



COLUMN

(16) TRAVELING – Extend the arm overhead and swing it in a circle from the shoulder.



TRAVELING

(17) TRAVELING OVERWATCH – Extend both arms and raise them up and down.



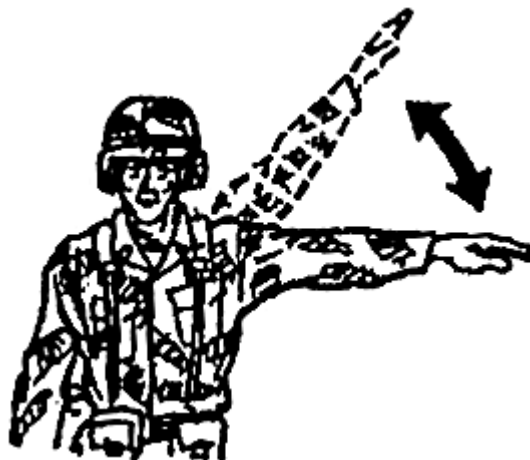
TRAVELING OVERWATCH

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



BOUNDING OVERWATCH, COVER MY MOVE

(19) MOVE TO LEFT – Extend the arm to the left and raise it up and down.



MOVE TO LEFT

(20) MOVE TO RIGHT – Extend the arm to the right and raise it up and down.



MOVE TO RIGHT

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



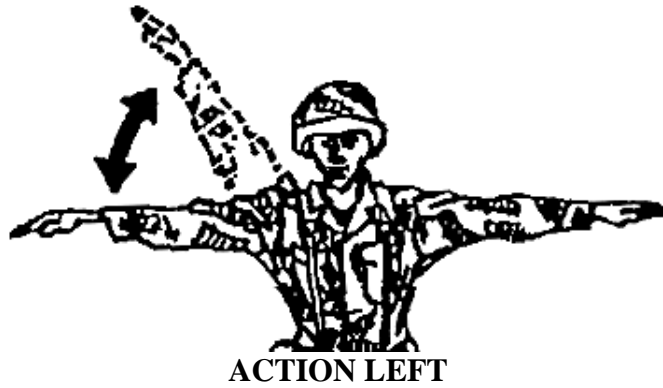
CONTACT LEFT

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



CONTACT RIGHT

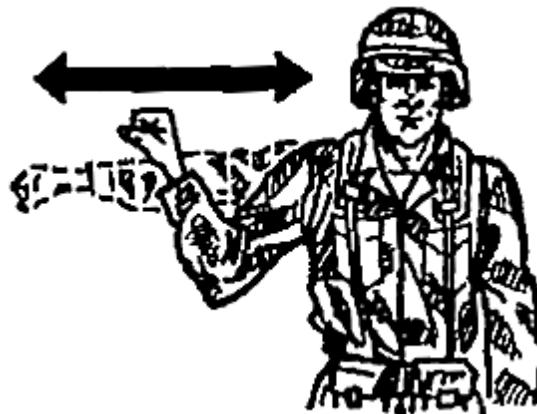
(23) **ACTION LEFT** – Extend both arms parallel to the ground. Raise the right arm until it is overhead. Repeat.



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



(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.



**ACTION (FRONT, RIGHT, LEFT, or REAR), FIGHT ON FOOT, or ASSAULT FIRE
(DISMOUNTED TROOPS)**

(26) NUCLEAR, BIOLOGICAL, CHEMICAL ATTACK – Extend the arms and fists. Bend the arms to the shoulders. Repeat.



NUCLEAR, BIOLOGICAL, CHEMICAL ATTACK

(27) MAP CHECK – Point at the palm of one hand with the Index finger of the other hand.



MAP CHECK

(28) PACE COUNT – Tap the heel of boot repeatedly with an open hand.



PACE COUNT

(29) RADIOTELEPHONE OPERATOR FORWARD – Raise the hand to the ear with the thumb and little finger extended.



RADIOTELEPHONE OPERATOR FORWARD

(30) HEAD COUNT – Tap the back of the helmet repeatedly with an open hand.



HEAD COUNT

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



DANGER AREA

(32) **FREEZE** – Raise the fist to head level.



FREEZE

SECTION V - REPORTS

1. **SALUTE** (FM 3-21.75 Table 9-1 JAN08) -
 - a. **Size**
 - b. **Activity**
 - c. **Location**
 - d. **Unit/Uniform**
 - e. **Time**
 - f. **Equipment**
2. **SITREP** - (situation report) given IAW OPORD
3. **Spot Reports** (FM 3-21.8 Pg 1-17 MAR07) - normally, team leaders give an ACE report (a common spot report) 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.

SECTION VI – WEAPONS

1. Basic Safety:

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

2. Weapons Readiness

a. GREEN:

Weapon on Safe

Empty Magazine inserted in weapon

Bolt forward, ejection port cover closed

b. AMBER:

Weapon on Safe

Magazine with ammunition inserted in weapon

Bolt forward, **NO round in chamber**, ejection port cover closed.

c. RED:

Weapon on safe

Magazine with ammunition inserted in weapon

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.

INFANTRY PLATOON WEAPONS GUIDE

(FM 3-21.8 Pgs 2-5, 2-8, App A MAR07)

1. TYPES OF INFANTRY PLATOON WEAPONS – There are five types: small arms; machine guns; grenade launchers; shoulder-launched munitions (SLM)/Close Combat Missile System (CCMS); and mortars.

	Small Arms	Machine Gun	Grenade Launcher	SLM/CCMS	Mortars
Lay	Direct fire	Direct fire	Direct fire	Direct fire	Indirect fire
Ammunition	Penetration	Penetration	HE	Penetration/ HE	HE WP ILLUM
Trajectory	Low trajectory	Low trajectory	High trajectory	Low trajectory	High trajectory
Point or Area Enemy Target	Point target	Point and area target	Point and area target	Point target	Area target
Organic Infantry Unit Weapons	M4	M249 MG M240 MG	M203	AT4 SMAW- D M72 Javelin	Organic to company/ battalion

Common Weapon Characteristics

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, Tracer, Blank	Ball, Tracer, Blank	HE,WP, CS, ILLUM, BUCK SHOT	Ball, Tracer, Blank	Ball, Tracer, Blank
Basic Load (rds)	30	210	600	24	900	900
* with barrel change						

2. FIRE TEAM WEAPONS – The rate of fire is the number of rounds fired in a minute by a particular weapon system. The leader dictates the rate of fire for each weapon system under his control. There are two factors that contribute to leader decisions about rates of fire: achieving fire superiority; and ammunition constraints.

a. RIFLE - Rifleman and Infantry leaders are currently armed with the M4 rifle. The M4 rifle is a direct fire weapon that fires ball and tracer 5.56-mm ammunition. The rifleman’s primary role is to kill the enemy with precision fire. In this capacity, the rate of fire for the M4 rifle is not based on how fast the Soldier can pull the trigger. Rather, it is based on how fast the Soldier can accurately acquire and engage the enemy. The second role of the rifleman is to engage likely or suspected enemy targets with suppressive fire.

b. M249 MACHINE GUN - The automatic rifleman is currently armed with an M249 machine gun. The M249 is a direct-fire, low trajectory weapon that is primarily used to fire ball tracer 5.56-mm ammunition linked at area targets. The M249 also has the ability to fire unlinked 5.56-mm ammunition in 30-round magazines, but reliability is greatly reduced. Firing with a magazine should be limited to emergency situations.

c. M240B MACHINE GUN - Two medium machine guns (currently the M240B) and crews are found in the Infantry platoon’s weapons squad. Machine gunners are a self-contained support by fire element or with a rifle squad to provide long range, accurate, sustained fires against enemy Infantry, apertures in fortifications, buildings, and lightly-armored vehicles. Machine gunners also provide a high volume of short-range fire in self defense against aircraft. THE M240B fires 7.62-mm ammunition. Refer to Appendix A for further information on machine guns.

d. GRENADE LAUNCHER - The grenadier is currently armed with the M203 40-mm grenade launcher. The M203 is a direct fire, high trajectory weapon that can be used for either point or area targets. The M203 fires several types of munitions including, HE, high explosive dual purpose (HEDP) (antipersonnel/antiarmor), riot control (CS), buckshot, and signaling. As with the rifleman, the grenadier’s rate of fire is based on how quickly he can accurately acquire and engage the enemy.

e. SHOULDER-LAUNCHED MUNITIONS - Shoulder-launched munitions (SLM) are lightweight, self-contained, single-shot, disposable weapons that consist of unguided free flight, fin-stabilized, rocket-type cartridges packed in launchers. SLM provide the Soldier a direct fire capability to defeat enemy personnel within field fortifications, bunkers, caves, masonry structures, and lightly armored vehicles. Soldiers use SLM to engage enemy combatants at very close ranges—across the street or from one building to another. Likewise, SLM may be fired at long distances to suppress the enemy or kill him. Soldiers may employ the SLM as a member of a support-by fire element to incapacitate enemy forces that threaten the friendly assault element. When the assault element clears a building, the leader may reposition the SLM gunner inside to engage a potential counterattack force. Refer to Appendix B for further information on SLM.

3. MACHINE GUN SPECIFICATIONS –

WEAPON	M249	M240B	M2	MK 19
FIELD MANUAL	FM 3-22.68	FM 3-22.68	FM 3-22.65	FM 3-22.27
TM	9-1005-201-10	9-1005-313-10	9-1005-213-10	9-1010-230-10
DESCRIPTION	5.56-mm gas-operated automatic weapon	7.62-mm gas-operated medium machine gun	.50-caliber recoil-operated heavy machine gun	40-mm air-cooled, blowback-operated automatic grenade launcher
WEIGHT	16.41 lbs (gun with barrel) 16 lbs (tripod)	27.6 lbs (gun with barrel) 20 lbs (tripod)	128 lbs (gun with barrel and tripod)	140.6 lbs (gun with barrel and tripod)
LENGTH	104 cm	110.5 cm	156 cm	109.5 cm
SUSTAINED RATE OF FIRE Rounds/burst Interval Minutes to barrel change	50 RPM 6-9 rounds 4-5 seconds 10 minutes	100 RPM 6-9 rounds 4-5 seconds 10 minutes	40 RPM 6-9 rounds 10-15 seconds Change barrel end of day or if damaged	40 RPM
RAPID RATE OF FIRE Rounds/burst Interval Minutes to barrel change	100 RPM 6-9 rounds 2-3 seconds 2 minutes	200 RPM 10-13 rounds 2-3 seconds 2 minutes	40 RPM 6-9 rounds 5-10 seconds Change barrel end of day or if damaged	60 RPM

CYCLIC RATE OF FIRE	850 RPM in continuous burst Barrel change every 1 minute	650-950 RPM in continuous burst Barrel change every 1 minute	450-550 RPM in continuous burst	325-375 RPM in continuous burst
MAXIMUM EFFECTIVE RANGES	Bipod/point: 600 m Bipod/area: 800 m Tripod/area: 1,000 m Grazing: 600 m	Bipod/point: 600 m Tripod/point: 800 m Bipod/area: 800 m Tripod/area: 1,100 m Suppression: 1,800 m Grazing: 600 m	Point: 1,500 m (single shot) Area: 1,830 m Grazing: 700 m	Point: 1,500 m Area: 2,212 m
MAXIMUM RANGE	3,600 m	3,725 m	6,764 m	2,212 m

4. MORTAR SPECIFICATIONS –

Caliber	60-mm	81-mm	81-mm (imp)	107-mm	120-mm	105-mm	105-mm	155-mm
Wpn	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/DPICM
Max Rate of Fire (rd/min)	30/min 1 st min	30/min 1 st min	30/min 1 st min	18/min 1 st min	15/min 1 st 3 min	10/min 1 st min	10/min 1 st min	4/min 1 st 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 (see next page):								

<p>AP - Armor Piercing APERS – Antipersonnel APICM - Antipersonnel Improved Conventional Munitions CHEM – Chemical CP - Concrete Piercing CPHD – Copperhead DLY – Delay DPICM - Dual Purpose Improved Conventional Munitions FASCAM - Family of Scatterable Mines HE - High Explosive HEP-T - High Explosive Plastic Tracer ILLUM – Illumination</p>	<p>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</p>
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CHAPTER 4 - TACTICS

SECTION I - Unit Leader Responsibilities (Maneuver Instructor Notes)

1. Patrol Leader Responsibilities

- a. Make the plan
- b. Unit rehearsals
- c. Final inspections
- d. Develop the timeline
- e. Assault element
- f. Moves after 1st squad
- g. OPORD PARA 2 and 3
- h. Mission accomplishment
- i. Salute report
- j. Actions on the objective
- k. Leader's Recon
- l. Designating % security

2. Assistant Patrol Leader Responsibilities

- a. Making it happen
- b. Special team rehearsals
- c. Initial inspection
- e. Enforcing timeline
- f. Support element
- g. OPORD PARA 4
- h. ACE report
- i. Consolidation and reorganization
- j. ORP activities
- k. Making security roster
- l. Accountability
- m. Maintenance
- n. Patrol base activities
- o. Stand-to
- p. Soldier care issues
- q. Packing list
- r. Correcting breaks in contact
- s. Noise and light discipline
- t. Coordination for movement

SECTION II - Danger Areas
(FM 3-21.8 Pg 3-3, 3-33 thru 3-37 MAR07)

Danger Area - Any area on the planned route where the terrain exposes the platoon to enemy observation, fire or both. The patrol should avoid danger areas. When the unit must cross a danger area it should do so quickly and carefully.

Examples:

- OPEN AREAS
- ROADS & TRAILS
- VILLAGES
- ENEMY POSITIONS
- MINEFIELDS
- STREAMS
- WIRE OBSTACLES

Crossing Danger Areas Process

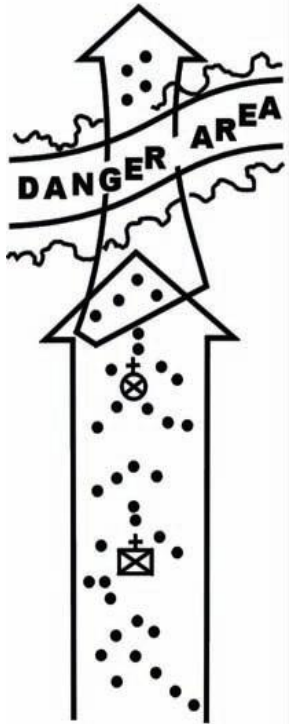
- 1) Designate Near and Far Side Rally Points
- 2) Secure the Near Side
- 3) Recon and Secure the Far Side
- 4) Cross the Danger Area

PERFORMANCE MEASURES:

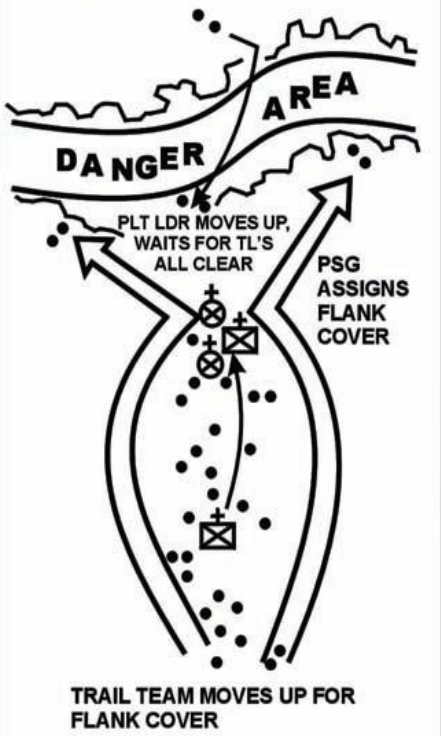
- a. When the lead team signals "danger area" (relayed throughout the platoon), the platoon halts.
- b. PL moves forward, confirms the danger area, and determines what technique the platoon will use to cross. PSG also moves forward to the PL.
- c. The PL informs all SLs of the situation & the near-side & far-side rally points.
- d. PSG directs positioning of the near-side security (usually conducted by the trail squad). These two security teams may follow him forward when the platoon halts and a danger area signal is passed back.
- e. PL reconns the danger area and selects crossing point that provides best cover and concealment.
- f. Near-side security observes to the flanks and overmatches the crossing.
- g. When near-side security is in place, PL directs the far-side security team to cross the danger area.
- h. The far-side security team clears the far side.
- i. The far-side security team leader establishes an observation post forward of the cleared area.
- j. Far-side security team signals to the SL that the area is clear. SL relays the message to the PL.
- k. PL selects the method to cross the danger area.
- l. Platoon quickly and quietly crosses the danger area.
- m. Once across the danger area, the main body begins moving slowly on the required azimuth.
- n. The near-side security element, controlled by the PSG, crosses the danger area where the platoon crossed. They may attempt to cover any tracks left by the platoon.
- o. The PSG ensures everyone crosses & submits report.
- p. The PL ensures accountability & resumes movement.

Crossing a Linear Danger Area

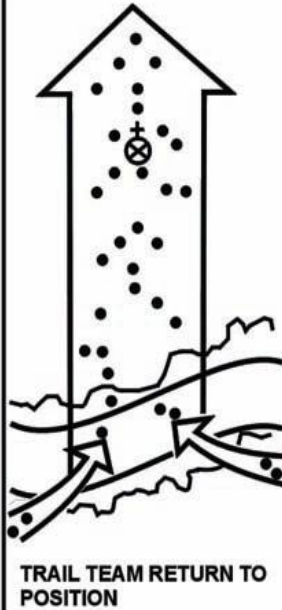
LEAD TEAM CROSSES DANGER AREA AND CLEARS FOR THE PLATOON



GRENADIER AND RIFLEMAN REMAIN ON FAR SIDE
TEAM LEADER AND AUTOMATIC RIFLEMAN RETURN TO SIGNAL PLATOON WHEN ALL CLEAR

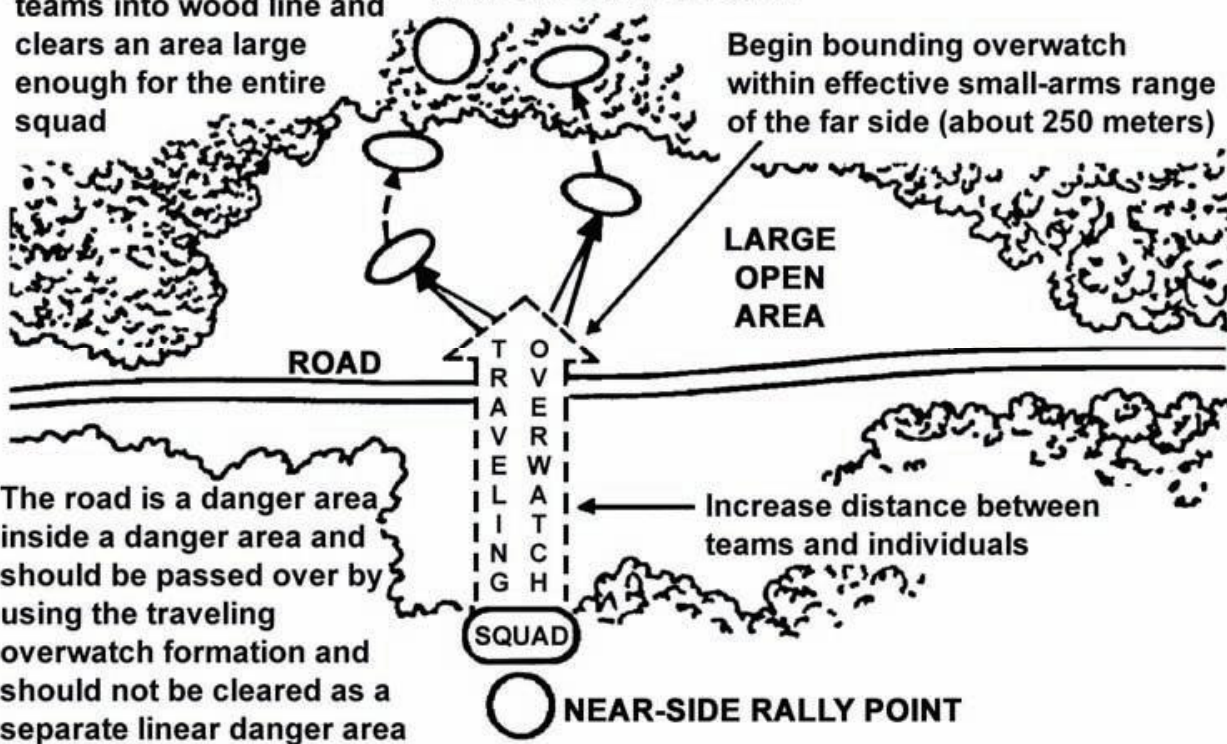


LEAD TEAM CONTINUES TO LEAD PLATOON AFTER CLEARING DANGER AREA



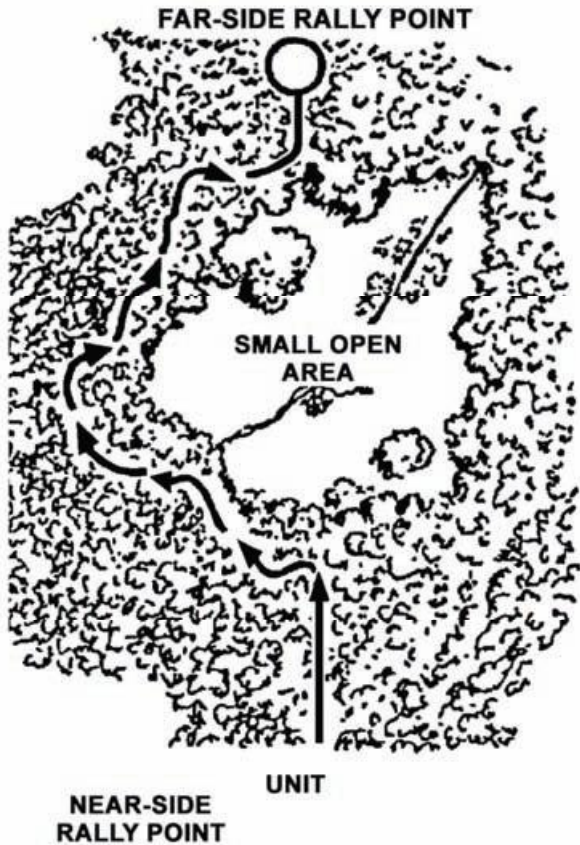
Squads bounds by fire teams into wood line and clears an area large enough for the entire squad

FAR-SIDE RALLY POINT

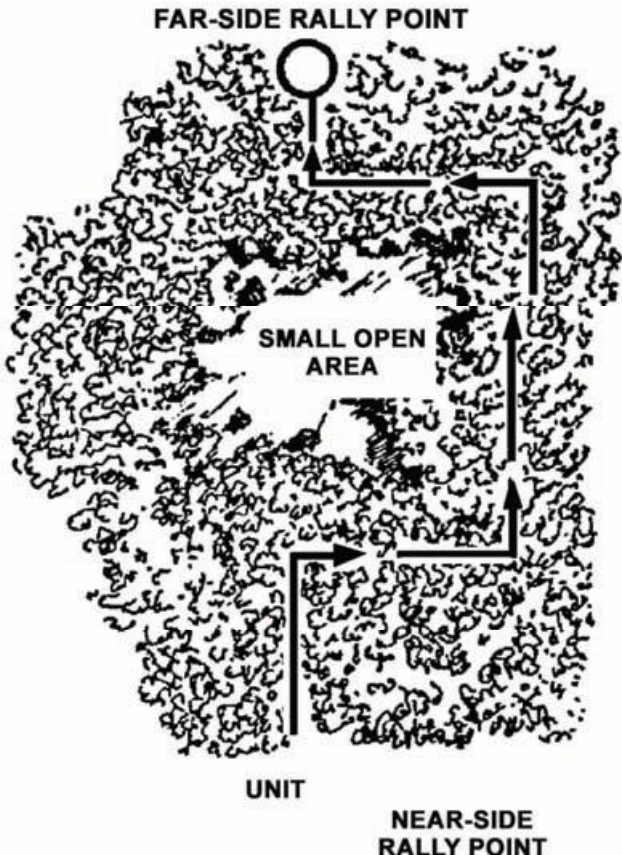


The road is a danger area inside a danger area and should be passed over by using the traveling overwatch formation and should not be cleared as a separate linear danger area

Crossing an Open (Danger) Area



CONTOUR AROUND OPEN AREA



DETOUR BYPASS METHOD

SECTION III - Patrolling
(FM 3-21.8 Pg 9-1 thru 9-4 MAR07)

Patrols are organizations, not missions, sent out by a larger unit to conduct a specific combat, reconnaissance or security mission. Their organization is temporary and specifically matched to the immediate task. Upon completion of that task, the patrol returns to friendly lines (the main body), reports to the commander and describes the events that took place, the status of the patrol's members and equipment and any observations.

1. Two Types of Patrols

- a. Combat (Raid, Ambush, Security)
- b. Reconnaissance (Area, Route, Zone, Point)

2. Initial Planning & Coordination/Considerations -Begin with TLP and an estimate of the situation.

Identify required actions on the OBJ, backward plan to the departure from friendly lines, then forward to reentry. Consider:

- a. Changes or updates in the enemy situation.
- b. Best use of terrain for routes, RPs & patrol bases.
- c. Light and weather data.
- d. Changes in the friendly situation.
- e. Attachment of Soldiers with special skills or equipment.
- f. Use and location of landing or pickup zones.
- g. Fire support on the objective and along the route.
- h. Rehearsals (terrain should be similar to the OBJ).
- i. Special equipment and ammunition requirements.
- j. Transportation support.
- k. Signal plan (call signs, frequencies, code words, pyro).

A patrol is organized to perform specific tasks. It must secure itself, navigate accurately, identify and cross danger areas, reconnoiter the patrol objective, conduct detailed searches and deal with casualties and prisoners or detainees. As part of the planning process, the patrol leader identifies those tasks the patrol must perform and decides which of the patrol's elements will implement them. He should maintain squad and fire team integrity, with squads and fire teams often performing more than one task.

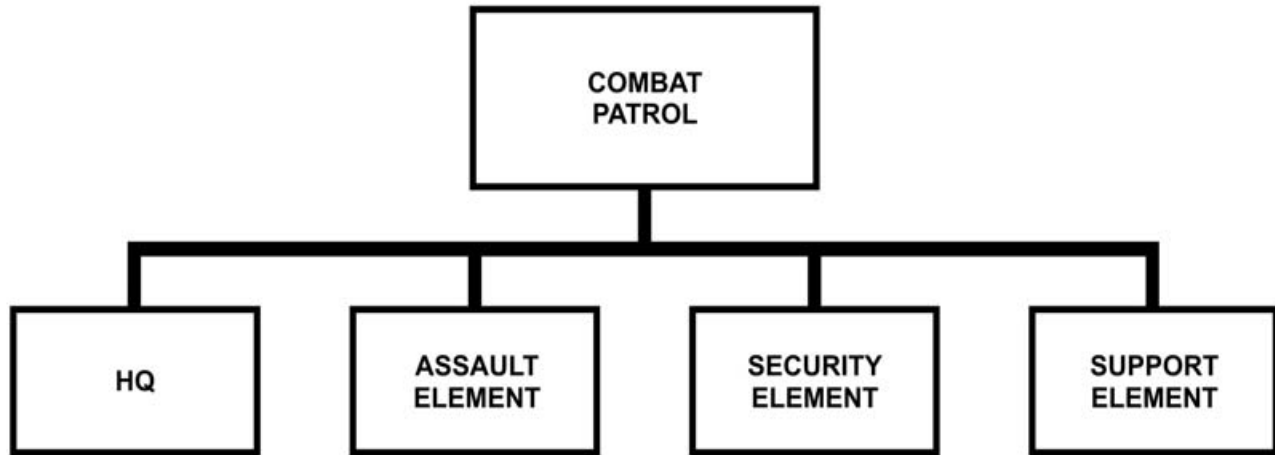
1. Common Patrol Organization

- Headquarters Element (PL, APL, RTO, FO, additional mission required patrol attachments)
- Aid and Litter Team(s)
- Enemy POW/Detainee Team(s)
- Surveillance Team(s)
- En Route Recorder
- Compass and Pace Man
- Assault Team(s)
- Support Team(s)
- Breach Team(s)
- Search Team(s)

2. Combat Patrols (FM 3-21.8 Pg 9-2 & 9-14 MAR07) -Provide security and harass, destroy or capture enemy troops, equipment or installations. When the commander gives a unit the mission to send out a combat patrol, he intends for the patrol to make contact with the enemy and engage in close combat.

Three Types:

- Raid
- Ambush
- Security



Combat Patrol Structure

a. Raid (FM 3-21.8 Pg 9-7, 9-8, 9-10 MAR07; FM 3-21.10 pg 8-41 JUL06) - A surprise attack against a position or installation for a specific purpose other than seizing/holding terrain. Destroy a position or installation, destroy or capture enemy soldiers or equipment or free prisoners. Retain terrain long enough to accomplish the intent. Always end w/ planned withdrawal off the OBJ & return to main body.

Characteristics

- Destruction of key systems or facilities (ex. C2 nodes).
- Provide or deny critical information.
- Secure hostages or prisoners.
- Confuse the enemy or disrupt his plans.
- Conducted in enemy controlled territory, often against an enemy of equal or greater strength.

Successful Execution

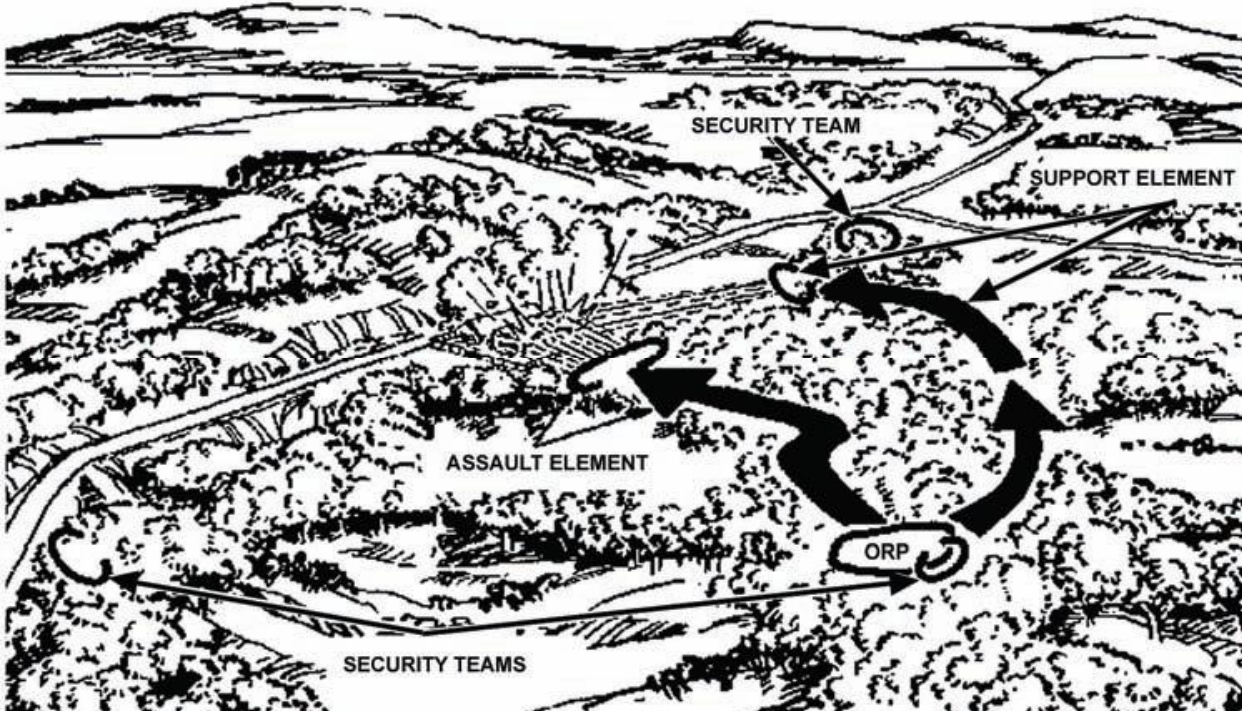
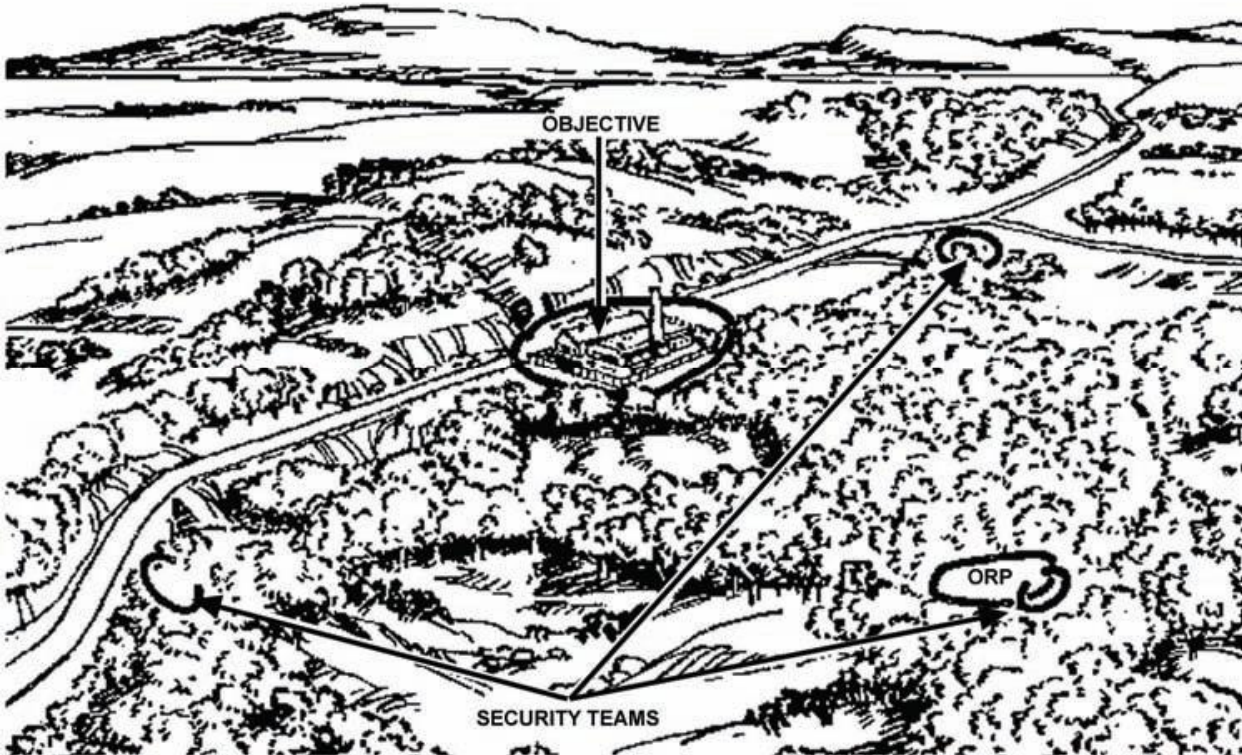
- Unexpected time/place, limited visibility, movement over terrain the enemy thinks impassable.
- Avoiding detection through movement techniques, skillful camouflage and concealment.
- Timing the operation's phases as closely as possible.
- Using all available support (including special weapons)
- Focus full combat power at the decisive time and place.
- Disengage quickly upon mission completion.
- Withdraw along planned routes and include deception.

Planning Considerations

- Ensure the unit retains the element of surprise.
- Extraction/withdrawal plan developed and coordinated to ensure unit's survival executing raid.

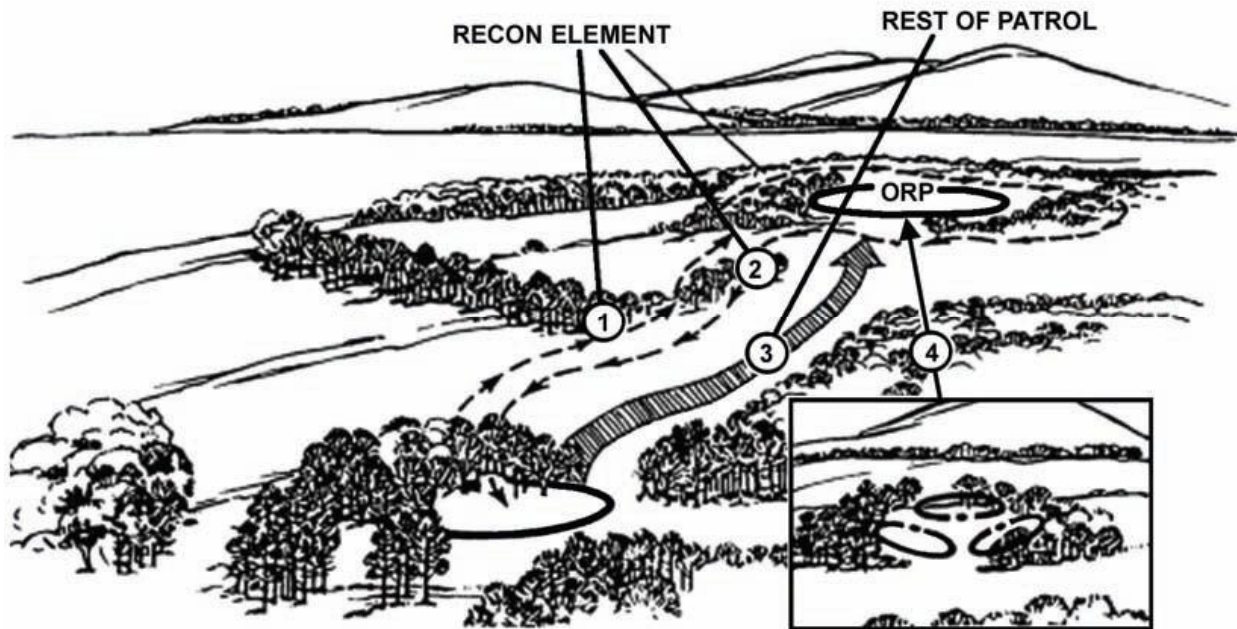
- Fire support plan complex (depends on raid's depth).
- Requires more detailed intelligence of the objective.

Conduct a Raid (FM 3-21.10 Pg 8-43 JUL06; FM 3-21.8 Pg 9-10 MAR07) - The unit moves to the ORP, secures it and sends out a leaders' recon. Once the recon confirms the plan, teams move to their positions and isolate the OBJ. The patrol assaults the OBJ, completes the raid and reassembles at the ORP before tactically moving a safe distance away to recognize and disseminate information. The patrol then returns to friendly lines/the main body.



Objective Rally Point (FM 3-21.8 Pg 9-6 MAR07) - A point out of sight, sound and small-arms range of the objective area. It is normally located in the direction that the platoon plans to move after completing its actions on the objective. The ORP is tentative until the objective is pinpointed (see Figure). Actions at or from the ORP include—

- Issuing a final FRAGO.
- Disseminating info from recon if contact was not made.
- Making final preparations before continuing operations.
- Accounting for Soldiers & equip. after actions at the OBJ.
- Reestablishing CoC after actions at the OBJ.



- ① RECON ELEMENT MOVES TO CHECK ORP
- ② TWO SOLDIERS FROM RECON ELEMENT RETURN TO LEAD THE REST OF PATROL TO ORP
- ③ REMAINDER OF SOLDIERS RETURN TO ORP
- ④ UNIT SETS UP A PERIMETER FOR SECURITY

Leader's Recon Patrol (FM 3-21.8 Pg 9-23, 28, 29 MAR07) - Reconnoiters the objective just before an attack or prior to sending elements forward to locations where they will support by fire. It confirms the condition of the objective, gives each subordinate leader a clear picture of the terrain where he will move, and identifies any part of the objective he must seize or suppress. The leader's reconnaissance patrol can consist of the unit commander or representative, the leaders of major subordinate elements, and (sometimes) security personnel and unit guides. It gets back to the main body as quickly as possible. The leader must accomplish three things during this reconnaissance: pin point the objective and establish surveillance (using short term vantage points and longer term observation points to conduct surveillance until the main body moves forward), identify a release point and follow-on linkup point (if required), and confirm the observation plan. The commander issues a five-point contingency (GOTWA):

- G **Going** - where is leader going?
- O **Others** - what others are going w/ him?
- T **Time (duration)** how long leader gone?
- W **What do we do if leader fails to return?**
- A **Actions** - what actions do the departing reconnaissance element and main body plan to take on contact?

Raid Actions on the Objective (FM 3-21.10 Pg 8-40 JUL06 - Patrol Leader initiates with fires onto the objective from support and assault elements. Once the OBJ is suppressed the support team shifts/lifts its fire and the assault team conducts a rapid and violent assault through the OBJ. The following actions occur:

- Cross OBJ, Killing Enemy & Removing Weapons
- Teams Pull Back onto OBJ to Complete the Mission (ex. destroying equipment/installation)
- Patrol Teams Conduct Missions (simultaneously)
 - Aid & Litter
 - Search
 - Recorder
 - Demolition (charges set – not detonated)
- Pull off of OBJ (Demolition final step after last Soldier).

Raids are normally conducted on an objective that is a valuable asset to the enemy. The enemy has extra forces in position to react to any threat. The assault element must conduct a rapid and precise assault into and through the objective. The element must spend as little time as possible on the objective. Task organization should include only the personnel and teams who are essential to complete the assigned mission. This is particularly important during limited visibility, to reduce confusion and friendly casualties. To help ensure rapid and thorough mission accomplishment, the assault team's actions must be thoroughly rehearsed.

b. Deliberate Ambush (FM 3-21.8 Pg 9-3 thru 9-22 MAR07) - Conducted against a specific target at a location chosen based on intelligence. Leaders plan and prepare based on detailed information that allows them to anticipate enemy actions and enemy locations. Detailed information includes:

- type and size of target
- organization or formation
- routes and direction of movement
- time the force will reach or pass certain points on its route
- weapons and equipment carried.

Three Elements:

- 1) Assault accomplish the mission during actions on the objective.
- 2) Support suppress or destroy enemy on the objective in support of the assault element.
- 3) Security assist in isolating the objective by preventing enemy from entering and leaving the objective area as well as by ensuring the patrol's withdrawal route remains open.

Scheme of maneuver:

- Troop Leading Procedures
- Departure from Friendly Lines
- Occupy Rally Points (initial, en route, objective, reentry, near/far side)
- Conduct Leader's Recon
- Occupy Site/Position Elements
- Conduct Ambush
- Report to Higher Headquarters

3. Reconnaissance Patrols (FM 3-21.8 Pg 9-24, 25, 27, 28 MAR07)

a. Three Fundamentals of Reconnaissance

- 1) Gain Required Information (the patrol's decisive action)
- 2) Avoid Detection (element organization is key)

3) Employ Security Measures (use remaining Soldiers)

b. Organizational Teams

- 1) Security
- 2) Reconnaissance

c. Organizational Team Structures

1) Recon elements separate from security elements. Used when security element is able to support recon element from one location. Requires recon objective to be clearly defined and the area to be fairly open.

2) Recon elements & security elements combine into R&S teams. Used when the recon objective is not clearly defined or the teams are not mutually supporting and each reconnaissance potentially needs its own security force. Within each R&S team, recon is done by one or two individuals while the rest of the element provides security. Number of Soldiers in an R&S team varies depending on mission. Usually a fire team is required for adequate recon while still providing team security.

3) R&S teams established with an additional, separate security element. The separate security element can also act as a reserve or as a quick reaction force.

d. Planning Process

1) Determine the reconnaissance objective, an information requirement (IR) that corresponds to the terrain and or enemy in a specific area, route, or zone - it may be designated by a control measure such as a named area of interest, checkpoint, objective, route, phase lines or boundaries

2) Determine the observation plan that will enable the patrol to obtain the IR

3) Determine tactical movement necessary to position the patrol to achieve the observation plan

e. Types of Reconnaissance Patrols

1) Area: obtain information about a certain location & its area (road junctions, hills, bridges, enemy positions). Location of the OBJ is shown by either grid coordinates or map overlay. Boundary line encircles the area.

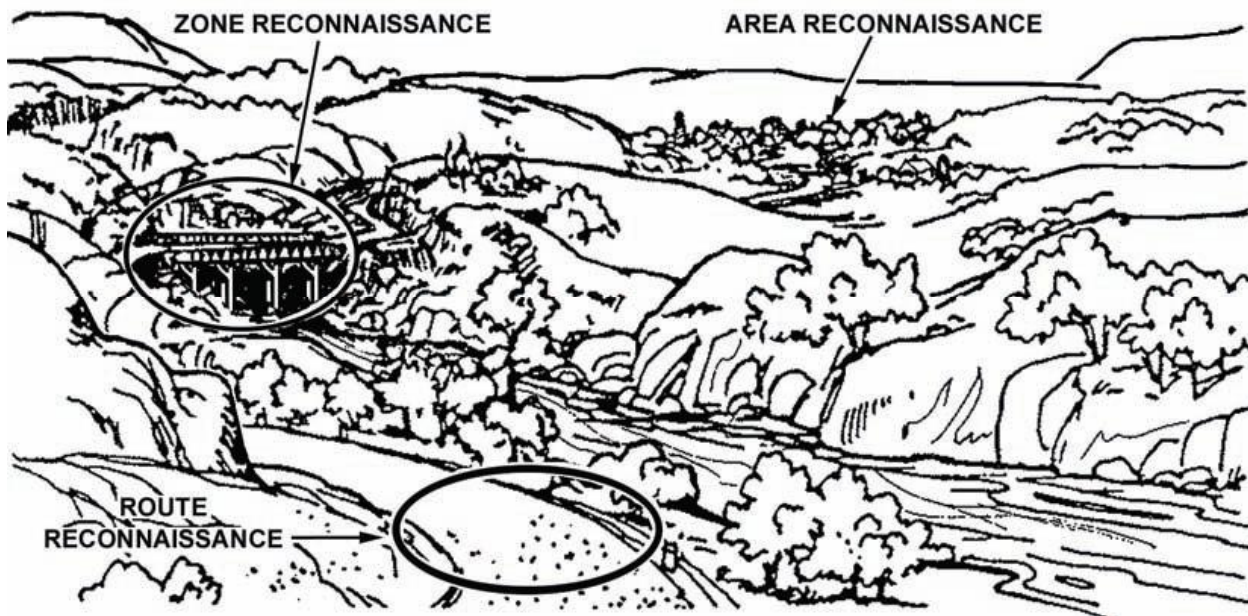
2) Zone: obtain information on all the enemy, terrain and routes within a specific zone. Zone defined by boundaries.

3) Route: orients on a road, a narrow axis such as an infiltration lane or a general direction of attack. A platoon conducts a hasty route reconnaissance when there is too little time for a detailed route reconnaissance or when the mission requires less detailed information. Information sought in a hasty route reconnaissance is restricted to the type of route (limited or unlimited), obstacle limitations (maximum weight, height & width) and observed enemy.

Area Reconnaissance (FM 3-21.8 Pg 9-29 thru 9-31 MAR07)

- Conducted to obtain information about a specified location and the area around it
- Location may be given as a grid or an objective on an overlay
- Patrol uses surveillance at OPs/vantage points around the objective from which to observe the objective and the surrounding area
 - Multiple R&S teams allow for better observation of the objective from various locations, but increases the likelihood of enemy detection
- Patrol leader considers these actions:
 - PL may include a surveillance team in the recon of the objective from the ORP
 - PL positions the team while on recon
 - APL is responsible for security at ORP and positions other security teams as required on enemy avenues of approach in the objective area

- If required PL positions other surveillance teams about objective. PL may move them on one route, positioning them as they move or may direct them to move along separate routes to assigned locations.
- After observing objective for a specified time, all elements return to ORP and report their observations to PL and/or recorder. Once all information is collected, it is disseminated.



Consolidate and Reorganize (FM 3-21.8 Pg 7-10 MAR07; FM 3-21.10 Pg 4-10 JUL06)

Consolidate -organizing & strengthening a newly captured position so that it can be defended)

- Establish Security
 - 360-degree local security.
 - Use security patrols and observation posts/outposts.
 - Emplace early warning devices.
 - Establish and register final protective fires.
 - Seek out and eliminate all immediate enemy resistance.
- Automatic weapons (man/position/assign PDFs to Soldiers manning automatic weapons).
- Establish sectors of fire & direct fire control measures.
- Entrenchment (ex. digging/building fighting positions).

Reorganize - shifting internal resources w/n a degraded unit to increase combat effectiveness

- Reestablish the chain of command.
- Man key weapon systems.
- Maintain communications and reports, including:
 - Restore comms w/ any unit temporarily out of comms.
 - Send SITREP (at least mission accomplishment status).
 - Identify & request resupply of critical shortages.
- Resupply and redistribute ammunition & other supplies.
- Perform special team actions such as:
 - Consolidate and evacuate casualties, EPWs, enemy weapons, noncombatants/refugees and damaged equipment (not necessarily in the same location).
 - Treat and evacuate wounded personnel.

- Evacuate friendly KIA.
- Treat and process EPWs.
- Segregate and safeguard noncombatants/refugees.
- Search and mark positions to indicate cleared areas to other friendly forces.

Patrol Base (FM 3-21.10 Pg 5-20 thru 5-23, 8-49, 12-65, 66 JUL06)

A patrol base is a position set up when the patrol halts for an extended period in enemy territory (an unprotected place). The unit must take active and passive security measures. Occupation depends on the need for secrecy, but should not exceed 24 hours and the same location should not be occupied twice (returned to once vacated).

Purposes

- Rest/Eat
- Change of Mission Adjustments
- Maintenance
- Planning/Issuing Orders
- Base for Concurrent/Consecutive Missions
- Avoid Detection, Hide

Site Selection/Considerations

- Covered and concealed location off any avenues of approach that allows 360 degree defense.
- Ability to abandoned patrol base quickly into a movement technique and/or alternate site.
- Fighting positions can be reinforced & supported.
- Team/Squad in reserve to support perimeter.
- Mortars located in center - increases coverage.

Patrol Base Priorities of Work (FM 3-21.10 Pg 5-39 JUL06) - A set method of controlling the preparation and conduct of a defense. Unit TACSOP describes the priority of work including individual duties. The commander changes priorities based on the situation. Everyone must have a priority of work – leaders have a specific priority of work for their duty position. Several tasks are performed at the same time as required.

- Post 360 degree security.
- Establish the company R&S operation.
- Position Javelins/machine guns/Soldiers (sectors of fire).
- Position other assets (ex. CP/HQ and mortars).
- Designate FPLs and FPFs.
- Prepare range cards and sector sketches.
- Improve/Prepare fighting positions.
- Install wire communications, if applicable.
- Emplace obstacles and mines.
- Mark TRPs and direct fire-control measures.
- Establish sleep and rest plan.
- Reconnoiter movements.
- Adjust positions and control measures as required.
- Continue to improve positions.

Departure from Friendly Lines (FM 3-21.8 Pgs 9-5 thru 9-6 MAR07):

a. Coordination with forward, adjacent and other patrolling unit leaders

(1) The platoon leader provides the forward unit leader with the unit identification, size of the patrol, departure and return times, and area of operation

- (2) The forward unit leader provides the platoon leader with the following:
 - (a) Additional information on terrain just outside the friendly unit lines
 - (b) Known or suspected enemy positions in the near vicinity
 - (c) Likely enemy ambush sites
 - (d) Latest enemy activity
 - (e) Detailed information on friendly positions, obstacles, and OPs
 - (f) Friendly unit fire plan
 - (g) Support the unit can provide (fire support, litter teams, guides, communications, and reaction force)

b. Planning the departure of friendly lines (sequence of actions)

- (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

Rally Points (FM 3-21.8 Pgs 9-6 thru 9-7 MAR07):

a. Selection/Characteristics of Rally Points (leader physically reconnoiters when possible, at least conducts a map reconnaissance):

- (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 – inside friendly lines
- (2) En Route Rally Point – designated based on terrain, vegetation, visibility
- (3) Objective Rally Point – out of site/sound/small-arms range of objective; remains tentative until objective is pinpointed; normally located along the direction of travel planned for after patrol completes actions on the objective
- (4) Reentry Rally Point – out of site/sound/small-arms range of friendly unit through which patrol will return; outside of the final protective fires of that friendly unit
- (5) Near- and Far- Side Rally Points – on either side of a danger area; used by Soldiers if the patrol makes contact while crossing the danger area and control is lost; allows Soldiers to regroup, reestablish the chain of command and continue the mission

SECTION IV - PRINCIPLES OF URBAN MOVEMENT
(FM 3-06.11 FEB02, CALL Newsletter No. 03-4 MAY03)

1. Continually readjust your security. Maintain three-dimensional (air, ground, below ground) situational awareness.
2. Look for your next covered position and know where you are going before you leave your current covered position. This should be coordinated with the overwatching team.
3. When initially breaching into a building, immediately secure the initial room and strong point any opening into that room. When fighting building-to-building or breaching interior walls, do not allow your fire team to be separated by more than one room.
4. When your team is the lead team in the order of movement, you will have to provide your own long security if you move down the street to reach your next covered position.
5. Before your team can move to its next position or building, you must engage threat targets on the opposite side of the street. Once this has been accomplished, you are ready to move to your next position.
6. Have a plan before moving. Plans may be in the form of a unit's SOP.
7. Coordinate movements within your team to maintain security and firepower.
8. Maintain contact with and coordinate movements with the adjacent fire team.
9. Overwatch / sniper teams may be used to cover your team's movement if the tactical situation permits.
 - When used, overwatch/sniper teams should be employed on the second or third floors of buildings to give teams maximum overwatch of the fire teams/squads.
 - The overwatch/sniper teams should not go higher than the second or third floors. Remaining at these levels allows the team to get out of the building quickly should overwhelming enemy forces close in on their position.
 - Take steps to ensure that the overwatch/sniper teams do not have a break in contact with the main assault force. This is especially critical and crucial while the fire teams/squad are crossing intersections or performing turning movements.
10. If overwatch/sniper teams are used during fire team movements, the forward fire team should set up a new overwatch/sniper position when the overwatch/sniper team to the rear can no longer effectively provide cover. The rear overwatch/sniper team falls into the moving fire team and continues to move with the assault force. Caution should be used to ensure that the assault force elements do not have a break in contact. (**Note:** This technique can slow the assault force momentum.)
11. Disperse crew-served weapons among the assault force. When enemy fire is received, the crew-served weapons engage/suppress enemy fire so that the remainder of the force can continue to maneuver. Employ the 40-mm grenade launcher in the same fashion.
12. When the objective is reached, the crew-served weapons should provide outer security on the objective.
13. During night operations white light should be used sparingly while outside the objective buildings. White light will only mark your position for the enemy. The use of night vision goggles (NVG) and infrared (IR) sighting systems will reduce your signature, making it more difficult for the enemy. These pieces of equipment must be used during training to maintain proficiency.
14. Use IR strobe lights to mark buildings that are strong-pointed for identification by close air support (CAS) aircraft and attack aviation,. However, ensure that you are able to retrieve the strobe before you move out: once CAS aircraft / attack aviation identify the friendly positions, the surrounding area of operations becomes a free-fire zone.

SECTION V – REACT TO UNEXPLODED ORDNANCE
(FM 3-21.10 Pgs G-13, G-14 JUL06)

Many areas, especially previous battlefields, might be littered with a wide variety of sensitive and deadly UXO. Soldiers need to follow these precautions on discovering a suspected UXO:

1. Do not move toward the UXO. Some types of ordnance have a magnetic or motion-sensitive fuse.
2. Never approach or pick up UXO even if identification is impossible from a distance. Observe the UXO with binoculars if available.
3. Send a UXO report to higher HQ . Use radios at least 100 meters away from the ordnance. Some UXO fuses might be set off by radio transmissions.
 - a. **DTG:** Date and time UXO was discovered.
 - b. **Reporting Unit or Activity, and UXO Location:** Grid coordinates.
 - c. **Contact Method:** How EOD team can contact the reporting unit.
 - d. **Discovering Unit POC:** MSE, or DSN phone number and unit frequency or call sign.
 - e. **Type of UXO:** Dropped, projected, thrown, or placed, and number of items discovered.
 - f. **Hazards Caused by UXO:** Report the nature of perceived threats such as a possible chemical threat or a limitation of travel over key routes.
 - g. **Resources Threatened:** Report any equipment, facilities, or other assets threatened by the UXO.
 - h. **Impact on Mission:** Your current situation and how the UXO affects your status.
 - i. **Protective Measures:** Describe what you have done to protect personnel and equipment such as marking the area and informing local civilians.
4. Mark the area with mine tape or other obvious material at a distance from the UXO to warn others of the danger. Proper markings will also help EOD personnel find the hazard in response to the UXO report.
5. Evacuate the area while carefully scanning for other hazards.
6. Take protective measures to reduce the hazard to personnel and equipment. Notify local people in the area.

REACT TO A POSSIBLE IMPROVISED EXPLOSIVE DEVICE (IED)
(TC 093-89D-01 CTT 093-401-5050 MAY04)

Condition: During military operations you encounter a “Possible Improvised Explosive Device (IED)”.

Standard: Properly establish initial exclusion area, security, and report “Possible Improvised Explosive Device (IED)” to Higher HQ with 100% accuracy.

Performance Steps

1. Establish minimum initial exclusion area of 300 meters around “Possible Improvised Explosive Device (IED)”.
2. Establish security:
 - a. Search secure area for possible secondary explosive device(s)/hazards, while maintaining security.
 - b. Identify potential enemy force observation/vantage points.
 - c. Seek all available manmade or natural frontal and overhead cover.
 - d. Avoid establishing a “reaction” pattern.
3. Forward information to Higher HQ using standard 9-line UXO Report.
4. Continue mission IAW Higher HQ guidance.

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CHAPTER 5 – LAND NAVIGATION
(FM 3-25.26 w/ Change 1 AUG06, MSL 301/302 2008)

1. REQUIREMENTS.

a. **Written Examination.** Examination is administered in garrison prior to conducting the practical. Cadets must correctly answer 14 out of 20 questions to pass (20 questions in 75 minutes).

b. **Day Land Navigation.** Cadets must correctly navigate to **5 out of 8** points. Total point to point distance will cover approximately 5-8 kms with an average distance between each point of 650-1000 m. Total time allotted for the course is **5 hours**.

c. **Night Land Navigation.** Cadets must correctly navigate to **3 out of 5** points. Total point to point distance will cover approximately 3-4 kms with an average distance between each point of 600-800 m. Total time allotted for the course is **3.5 hours**.

d. **RECONDO.** Cadets must EXCEED normal passing scores as outlined above to qualify for RECONDO. Without retest, achieve a score of 80% or higher on each event – Written: 16/20 correct answers; Day: 40/50 (6 of 8 points); Night: 24/30 (4 of 5 points).

2. SUCCESS AT WARRIOR FORGE

a. Understand that the land navigation practical is conducted on Fort Lewis terrain. The terrain at Fort Lewis is naturally flat, with a rise in elevation of up to about **20 meters**. This makes terrain association difficult, as there are few 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 this technique in some areas, particularly at night. Therefore, the ability to navigate by roads and trails, ***using an attack point is necessary*** to ensure success.

b. Hard ball, dirt roads, and trails are accurately depicted on the Fort Lewis map; however, trail depicting is not completely reliable as some trails are reflected on the map, while others are not. Cadets should primarily rely upon their ***pace counts*** and ***reference trails*** to ensure they maintain situational awareness of their current location. The land navigation committee will cover reference trails during the overview on site.

c. ***Checkpoints*** are established on the course to aid Cadets in determining their exact location. Cadets should not use these as a “Crutch” but should instead refer to them 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 (DRPC & WTPC)
- 2) Night Road and Wooded Terrain Pace Counts (NRPC & WTPC)

e. During your campus training and within your resource/training constraints, attempt to mimic the WF land navigation assessment to the best of your ability.

1) Employ a **terrain model** of your course.

2) Use similar point markings.

3) Ensure distances between points are comparable to distances used at WF for both day and night course. If time permits, use the same number of points.

4) Due to the size of the training area, recognize that the night course may not take place over the exact same terrain as the day course. This is an important as Cadets may not have had the benefit of the 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 “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.

g. Land Navigation **Score Sheets** (Cadets receive at site).

Land Navigation TA13 Score Card		LETTER/NUMBER		LETTER/NUMBER	
NAME: CADET SMITH, JOHN		A7		H1	
REGIMENT: 1 COMPANY A		STAMP ••		STAMP •••	
PLATOON: 1		LETTER/NUMBER		LETTER/NUMBER	
START TIME: 1230		B3		F8	
FINISH TIME: 1630		STAMP ••		STAMP ••• •	
COURSE (DAY/NIGHT): 1		LETTER/NUMBER		LETTER/NUMBER	
LANE #: 100 DATE: 01 JUN 2008		C6		STAMP	
TOTAL VALUE OF POINTS: 5 / 8		STAMP ••		STAMP	
PENALTY POINTS:		LETTER/NUMBER		LETTER/NUMBER	
FINAL SCORE: 35		D4		STAMP	
		STAMP ••		STAMP	
		GRADER'S INITIALS			

h. WF Land Navigation Markings.



(1) Land Navigation Point. **12” orange and white placard** with **alpha numeric labeling**. Point has **“clacker”** hanging off the point. The 12” placard is tied off to a tree or stake and is visible from all directions when practical (360 degrees).



(2) Picture of “*clacker*” which is tied off to the 12” orange and white placard with 550 Cord. The “*clacker*” is a pin pattern punch assigned to a specific LN point. It is accessible at every point which allows the committee to validate the Cadet found the correct point.



(3) Picture of a *Check Point (CP)*. These markers are on a stake with a *yellow placard* with *black lettering* along with the 8 digit grid. Each CP is manned. At night, there is a chemical light attached to the CP.



(4) Picture of a *Training Point*. *Red placard* with *white alpha numeric labeling*. These are setup in close proximity to the committee TOC and are used only for Cadets that require additional training after LN1 or LN2. Cadets should ignore these points while conducting the actual test as these points do not aid or provide any reference.



(5) Picture of **Reference Point (RP)**. RPs are a *white placard* with *black lettering* on a stake. An 8 digit grid denotes the exact location. These points are located at some (but not all) road and trail intersections. Similar to CPs, these points may assist Cadets in verifying their current location. Unlike CPs though, RPs are not manned. Additionally, at night, RPs **WILL NOT** have a chemical light.

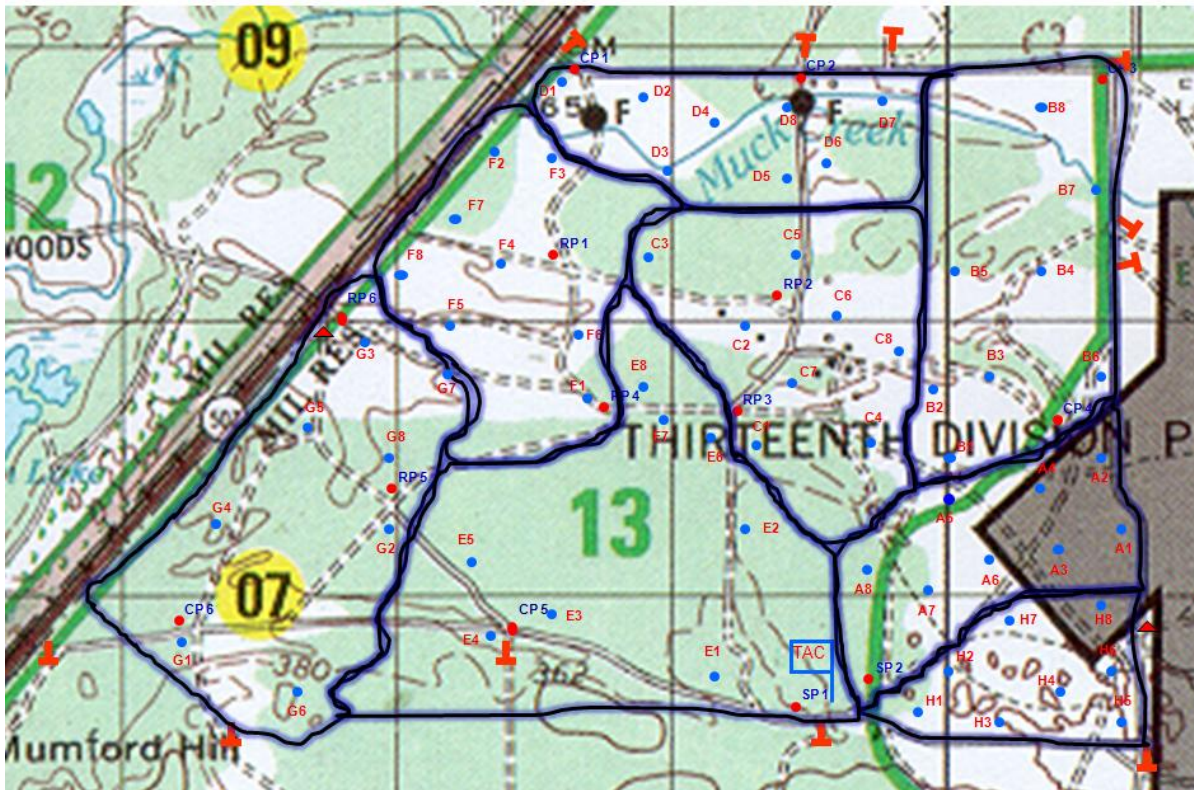


(6) Picture of **Siber Stakes**. These markers designate ecologically sensitive land in training areas on Fort Lewis. **THEY DO NOT AFFECT** the land navigation course. Understand what they represent and ignore – will not affect foot traffic in, around, or through areas.

3. WF / FORT LEWIS MAPS

a. Cadets will be issued a Fort Lewis Military Installation Map, which will be used for the Map Reading Examination, the practical examinations and also used during the tactical training. Majority of land navigation course is in training area 13 with a few points in Rogers DZ, training area 14. This is a 1:50,000 map and copyrighted 2008.

4. WF LAND NAVIGATION COURSE. This next map is provided to give you and your Cadets an idea of what the actual land navigation course will look like. This is a representation of the master map used in previous WF. It is only an example and you should not assume that the WF 2011 course will mirror this exactly. However, dispersion, number of points, use of terrain, etc. will be very similar. Familiarity and understanding the course (Map Reconnaissance) should increase confidence of Cadets.



a. CP # - represents various CPs on the outside perimeter and shown in a BLUE lettering/numbering with a red dot. These markers are on a stake with a yellow placard and black lettering; has an 8 digit grid. All CPs are manned.

b. RP # - internal on the inside of the course with blue RP1, RP2 etc. with a red dot. These markers are on a stake with a white placard and black lettering; has an 8 digit grid. They are found within the LN course at major road or trail intersections. They are not manned

c. TAC or course SP will have a detailed terrain model to assist Cadets in plotting, required control measures, and determining their individual needs along with required supplies in order to execute all field training events. Cadets will plot their SP here – hence the first location they will plan their attack from.

d. Land Navigation Points – Red lettered with Blue Dots.

5. Land Navigation Planning. It is important that your Cadets understand how to plan their route for actual execution. Without a systematic plan that plots their points from their lane strip and incorporates all control measures, time allocated for determining each point, routes, and a method for finding each point, your Cadets may waste valuable time and not successfully accomplish the course. We recommend that you teach a deliberate planning method for land navigation. The following planning technique is only a recommendation. This may work well for some Cadets, but not others. The intent is for Cadets to have some type of planning knowledge prior to execution. At WF 2011 Cadets at a minimum (to pass), must locate and identify total of 5 out of 8 PTs within 5 hours (Day) and 3 out of 5 PTs within 3.5 hours (Night).

Some acronyms used:

GA	Grid Azimuth
MA	Magnetic Azimuth
SP	Start Point
M	Meters
PT	Point
GM	Grid to Magnetic (which equals 17 degrees on this course)
BA	Black Azimuth
DRPC	Day Road Pace Count
DWPC	Day wooded Pace Count
NRPC	Night Road Pace Count
NWPC	Night Wooded Pace Count

Step 1. Cadet plots all points; double checks each point to ensure accuracy.

Step 2. Cadet reviews points and decides the best way to attack the course.

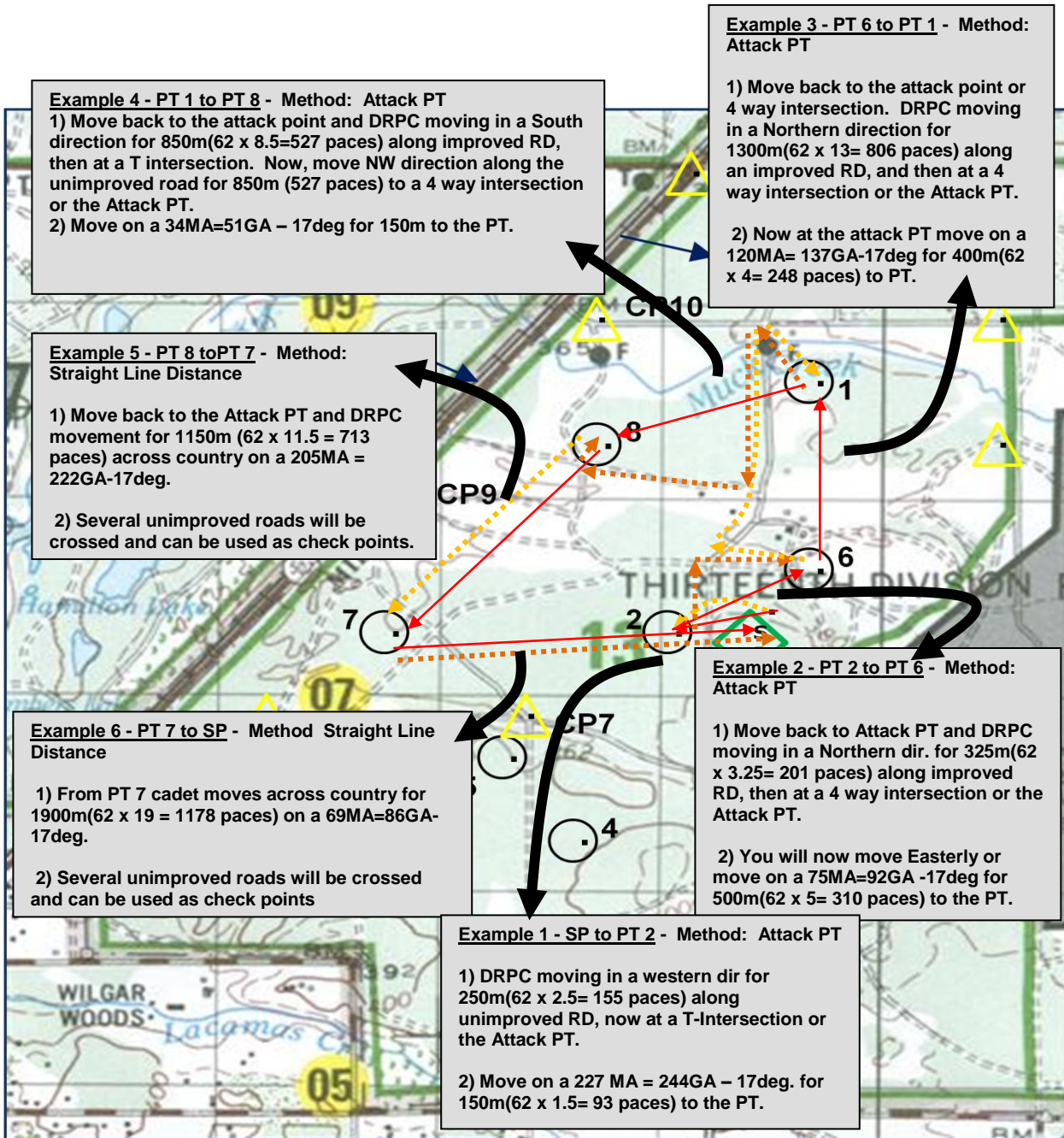
Step 3. Cadet develops an attack plan for finding plotted points in a loop format. The next few pages provide a technique for planning.

Step 4. Cadets should estimate available time to find each point plotted. Planning should equal no more than 60 minutes for each PT. Cadets will have to carefully manage time available while on the course. If a Cadet uses more than 60 minutes to find one PT, he/she should then spend less than 60 minutes for another PT. After locating each point, Cadets should review their plan and adjust time available, if necessary.

a. Legend for Planning Maps.

- 1) Red Solid Line. Straight line distance from current planned point to next point
- 2) Yellow / Orange Dotted Line. Actual route Cadet will travel from point to point.
- 3) Black Circle. Black Circle with number depicting number from lane strip.
- 4) Yellow Triangle. Check Points (CPs) on the course.

b. Detailed plan. This map depicts 8 points plotted (**Day LN** at LDAC), however the following examples cover, only 5 LN points and the SP, with associated routes for a total of 6. This map includes points: SP to PT2 to PT6 to PT1 to PT8 to PT7 and back to the SP.



Planning Notes:

- Assuming pace count is 62 paces for 100meters.
- GM angle is 17 degrees for Fort Lewis

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CHAPTER 6 - FIRST AID
(STP 21-1-SMCT Area 2 JUN09; STP 21-1-24 SMCT Area 2 SEP09;
CLS Course: Student Self-Study Sub Course ISO871)

BATTLEFIELD CASUALTY ASSESSMENT

TASK: Evaluate a Casualty

OUTCOME: You will demonstrate an understanding of patient evaluation by employing proper technique to identify all life threatening injuries while performing this task at a hands-on evaluation station; you will not be required to provide any treatment to your simulated casualty. Failure to perform to the prescribed standard will result in retraining and retesting until proficiency is achieved.

PERFORMANCE MEASURES

- Identify the stages of care in Tactical Combat Casualty Care
- Form a general impression of the casualty as you approach (extent of injuries, chance of survival).
- Check Responsiveness (AVPU)
- Position the casualty and open the airway.
- Assess for breathing and chest injuries.
- Identify and control bleeding.
- Check for fractures.
- Check for burns.
- Administer pain medications and antibiotics (the casualty's combat pill pack) to any Soldier wounded in combat.
- Document the casualty's injuries and the treatment given on the TCCC Casualty Card – DA 7656).
- Transport the casualty to the site where evacuation is anticipated.

BATTLEFIELD CASUALTY ASSESSMENT

CARE UNDER FIRE

- Determine best route of access to the casualty and egress
- Scan the area for danger
- Plan what you will do before you go to the casualty's aid
- Return fire as directed or required. Request covering fire.
- Do not expose yourself to enemy fire in order to provide care.
- If possible, direct casualty to return fire, move to cover, and administer self-aid; “Play dead” if necessary.
- Casualties should be extricated from burning vehicles or buildings and moved to places of relative safety. Stop burning process.
- Airway management is generally best deferred until the Tactical Field Care phase
- Stop *life-threatening* external hemorrhage if tactically feasible:
 - Direct casualty to control hemorrhage by self-aid if able.
 - Use a tourniquet for hemorrhage that is anatomically amenable to tourniquet application.
 - Apply tourniquet proximal to bleeding site, over uniform, tighten, move casualty to cover.
- Move casualty to safe place to perform Tactical Field Care.
- Secure weapons and equipment if possible.

NOTE: Treat any severe, life threatening, bleeding not treated during care under fire.

Then...

- Form a general impression of the casualty as you approach (extent of injuries, chance of survival).
- Check Responsiveness (AVPU)
- Position the casualty and open the airway.
- Assess for breathing and chest injuries.
- Identify and control bleeding.
- Check for fractures.
- Check for burns.
- Administer pain medications and antibiotics (the casualty's combat pill pack) to any Soldier wounded in combat.
- Document the casualty's injuries and the treatment given on the TCCC Casualty Card – DA 7656).
- Transport the casualty to the site where evacuation is anticipated.

EVACUATION CARE

- Consider requesting MEDEVAC
- Double check all dressings and treatment
- Assist in loading casualty onto vehicle or aircraft

TACTICAL COMBAT CASUALTY CARE

- CARE UNDER FIRE
- TACTICAL FIELD CARE
- EVACUATION CARE

Consider this...

- The three primary preventable causes of death from injury on the battlefield are:
 - Severe bleeding (apply a tourniquet or emergency trauma dressing)
 - Collapsed lung (perform needle chest decompression)
 - Airway blockage (insert a nasopharyngeal airway)
- Circumstances in which you should not treat a casualty while you are under enemy fire:
 - Your own life is in imminent danger
 - Other Soldiers in area require more urgent treatment
 - The casualty does not have vital (life) signs (breathing, pulse)
- You should not treat a casualty while under enemy fire if the casualty's injury is not survivable without immediate evacuation to a medical treatment facility and such evacuation is not possible
 - Penetrating head trauma with brain tissue exposed
 - Severe burns covering a large part of the body
 - Mutilating blast injuries

CHECK RESPONSIVENESS

- Gently shake or tap the casualty on the shoulder and ask in a loud, but calm, voice: "Are you okay?"
- AVPU (Alert, Verbal, Painful, Unresponsive)
- If conscious, ask where it hurts or where his body feels different than usual.
- Casualties with an altered mental status should be disarmed

POSITION THE CASUALTY AND OPEN THE AIRWAY

- Head-Tilt/Chin-Lift
- Jaw Thrust
- Airway Adjuncts (NPA)

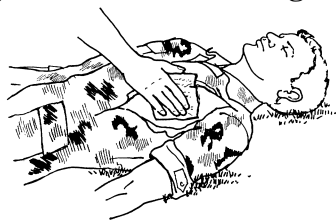


Unconscious and making a gurgling or snoring noise:

- **Insert a NPA**



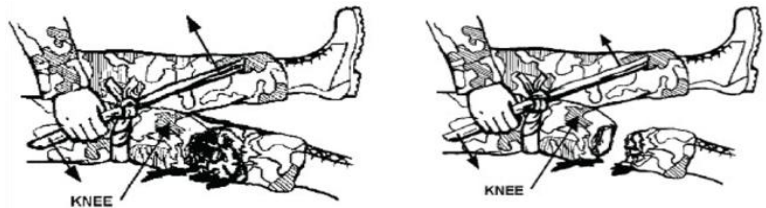
- Penetrating chest wound and is breathing or making an effort to breath
- **Stop the evaluation and apply an occlusive dressing to the open chest wound.**



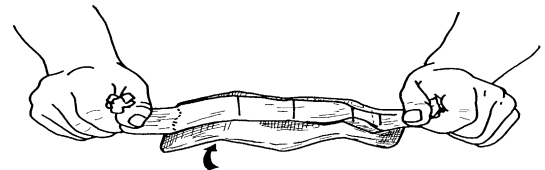
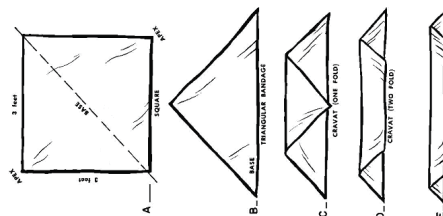
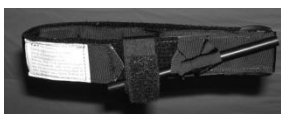
- Penetrating chest wound and is not making any effort to breath
- **Do not attempt to treat the injury.**
- *In a combat situation, if you find a casualty with no signs of life (no respiration and no pulse), **do not** continue first aid on the casualty.*

IDENTIFY AND CONTROL BLEEDING

- Look for blood soaked clothes
- Look for entry and exit wounds
- If life-threatening bleeding from an extremity (arm or leg) is present:



- **Stop the evaluation and control the bleeding using a tourniquet or other means.**

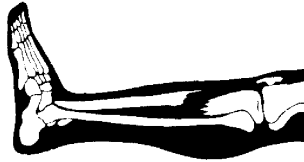


CHECK FOR FRACTURES

- Check for open fractures by looking for bleeding or a bone sticking through the skin.



- Check for closed fractures by looking for swelling, discoloration, deformity, or unusual body position.



- If a suspected fracture is present:
 - **Stop the evaluation and apply a splint.**

CHECK FOR BURNS

- Look carefully for reddened, blistered, or charred skin. Also check for singed clothes.
- If burns are found:
 - **Stop the evaluation and begin treatment.**
 - **Thermal** - remove from source
 - **Electrical** - turn off source or drag casualty away with nonconductive material
 - **Chemical** - flush with copious amounts of water

PROVIDE ADDITIONAL CARE

- Administer pain medications and antibiotics (the casualty's combat pill pack) to any Soldier wounded in combat.
- Document the casualty's injuries and the treatment given on the TCCC Casualty Card – DA 7656.
- Transport the casualty to the site where evacuation is anticipated

*Reassure the casualty

*If mission allows, provide assistance to the Combat Medic

CONTROL HEMORRHAGE

TASK: Perform first aid for a bleeding or severed extremity

OUTCOME: You will demonstrate an understanding of material presented by identifying the indications for treatment, selection of appropriate materials, and employment of the prescribed technique while performing this task at a hands-on evaluation station. Failure to perform to the prescribed standard will result in retraining and retesting until proficiency is achieved.

Performance Measures

- Uncover wound, unless clothing is stuck to wound or in a chemical environment
- Apply trauma or field dressing
- Apply pressure dressing and elevate extremity
- Apply tourniquet; mark forehead with T and time

- Watch closely for life-threatening conditions and treat for shock

TASK: Treat for shock

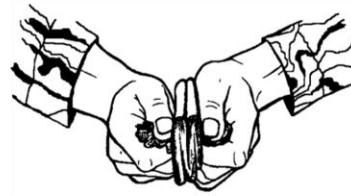
OUTCOME: You will demonstrate an understanding of material presented by identifying the signs and symptoms of shock and applying proper technique to treat shock at a hands-on evaluation station. Failure to perform to the prescribed standard will result in retraining and retesting until proficiency is achieved.

Performance Measures

- Identify signs and symptoms of shock
- Position the casualty
- Loosen tight or binding clothes.
- Splint the limb, if appropriate.
- Prevent the casualty from chilling or overheating.
- Reassure the casualty.
- Watch the casualty closely for life-threatening conditions and checked for other injuries, if necessary.
- Seek medical aid.

APPLY A FIRST AID OR TRAUMA DRESSING

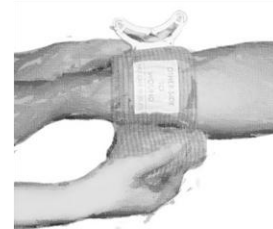
- Open bandage



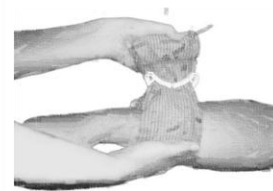
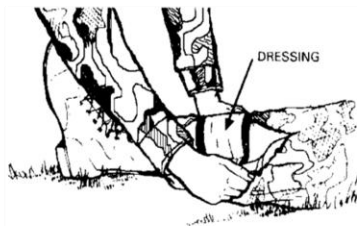
FIRST AID

TRAUMA

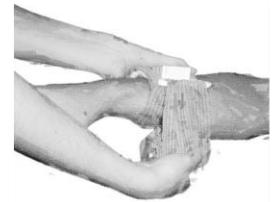
-Apply sterile side towards the wound



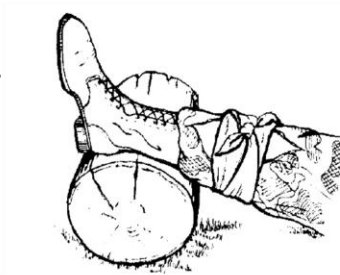
- Hold in place while wrapping tail(s)



- Wrap the tail(s), cover the edges so no white is exposed



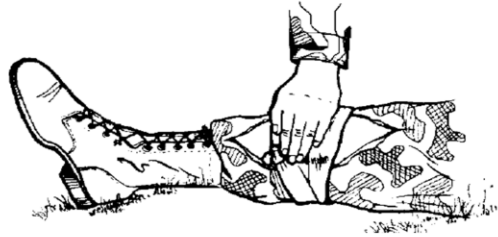
- Tie the tails in a non-slip knot on the side of the injury (First Aid)
- Secure plastic retaining clip (Trauma)



APPLY A PRESSURE DRESSING

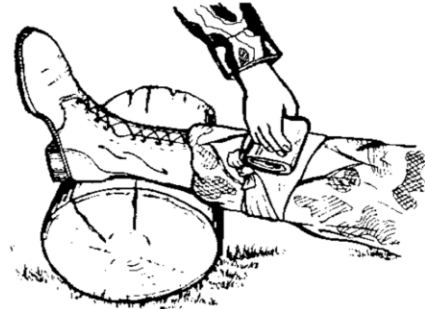
IF BLEEDING CONTINUES...

- Apply direct pressure and elevate for 10 minutes

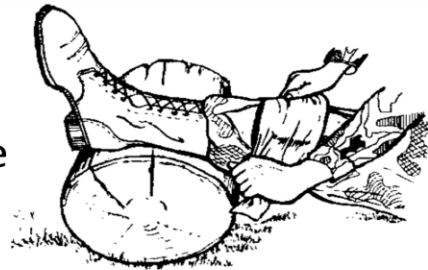


IF BLEEDING CONTINUES...

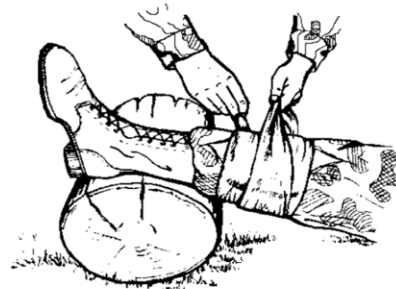
- Apply a bunched or wadded material directly over the wound – maintain pressure



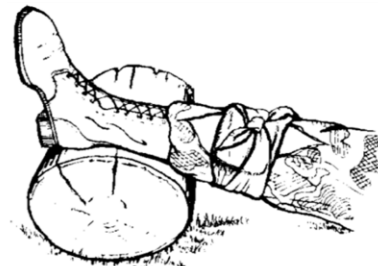
- Wrap a cravat or other material around the wad to secure in place



- Tie the material off with a non-slip knot directly over the wound



- Elevate the extremity unless contraindicated



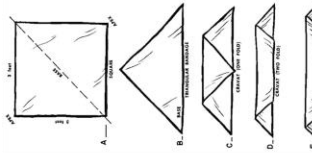
APPLY A TOURNIQUET

If bleeding continues or a tourniquet was indicated during initial assessment...

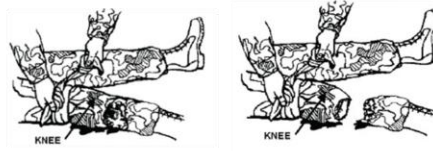
IMPROVED

COMBAT APPLICATION TOURNIQUET

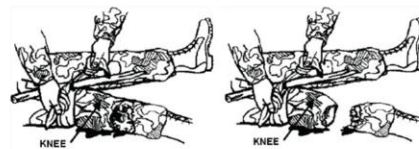
- Gather materials – cravat + stick or CAT



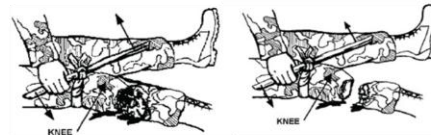
- Wrap material (loop CAT) around extremity and insert windlass



- Twist windlass until bleeding stops



- Secure windlass and tuck loose ends



- Mark **T** on forehead and time/date on TCCC Casualty Card

TREAT FOR SHOCK

Check the casualty for signs and symptoms of shock.

- Sweaty but cool skin.
 - Pale skin.
 - Restlessness or nervousness.
 - Thirst.
 - Severe bleeding.
 - Confusion.
 - Rapid breathing.
 - Blotchy blue skin.
 - Nausea and/or vomiting.
- Position the casualty on his/her back and elevate feet higher than the heart.



- Loosen tight or binding clothes.



- Prevent the casualty from chilling or overheating.



- Treat injuries, if appropriate.
- Reassure the casualty.
- Watch the casualty closely for life-threatening conditions and checked for other injuries, if necessary.
- Seek medical aid.

MAINTAIN RESPIRATORY FUNCTION

TASK: Insert a nasopharyngeal airway (NPA).

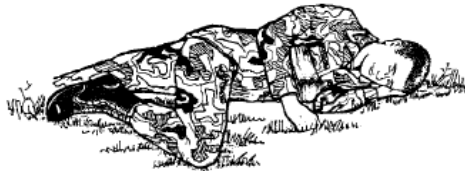
OUTCOME: You will demonstrate an understanding of material presented by identifying the indications for a nasopharyngeal airway and employment of the prescribed technique while performing this task at a hands-on evaluation station. Failure to perform to the prescribed standard will result in retraining and retesting until proficiency is achieved.

PERFORMANCE MEASURES

- Position the casualty - the casualty should be face-up
 - Open the airway with a chin lift/jaw thrust maneuver.
 - Assess the upper airway for visible obstruction.
- Lubricate the Nasopharyngeal Airway with a surgical lubricant.
- Insert the airway into the nose
 - Push the tip of the nose upward gently.
 - Position the tube with the bevel (pointed end of tube) toward the septum (the skin separating the nostrils)
 - Aim at a 90 degree angle to the face. Avoid aiming upwards towards the top of the head.
 - Use a rotary and/or back-and-forth motion to facilitate insertion.
 - Insert all the way to the flange.
- **CAUTION:** Never force the tube into the nostril. If resistance is met, pull the tube out and attempt to insert it in the other nostril. If neither nostril will accommodate the tube, place the casualty in the recovery position.



- **NOTE:** Positioning the patient in the recovery position allows blood and mucus to drain out of the casualty's nose and mouth and not back into the airway.



OPEN CHEST WOUND

TASK: Perform first aid for an open chest.

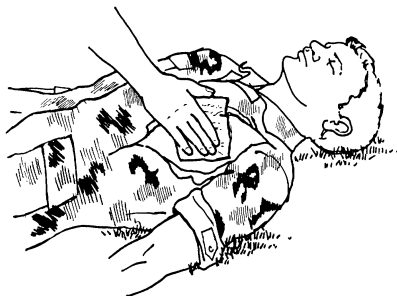
OUTCOME: You will demonstrate an understanding of material presented by identifying the indications for treatment of an open chest wound, selection of appropriate materials, and employment of the prescribed technique while performing this task at a hands-on evaluation station. This task includes bandaging an open chest wound and performance of a needle decompression. Failure to perform to the prescribed standard will result in retraining and retesting until proficiency is achieved.

PERFORMANCE MEASURES

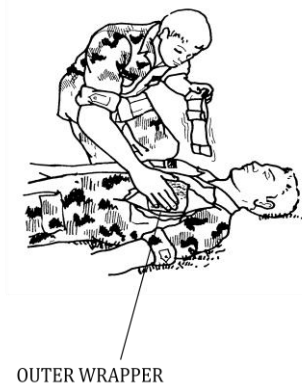
- Uncover the wound unless clothing is stuck to the wound or you are in a chemical environment.
- Apply airtight material over the wound.
- Apply the casualty's dressing.
- Position the casualty on the injured side or in a sitting position, whichever makes breathing easier.
- Perform needle chest decompression, if necessary.
- Watch the casualty closely for life-threatening conditions, check for other injuries (if necessary), and treat for shock. Seek medical aid.

Note: Always check for both entry and exit wounds. If there are two wounds (entry and exit), treat the wound that appears more serious first (for example, the heavier bleeding, larger wound, and so forth). It may be necessary to improvise dressings for the second wound by using strips of cloth, a T-shirt, or the cleanest material available.

1. Expose Injury



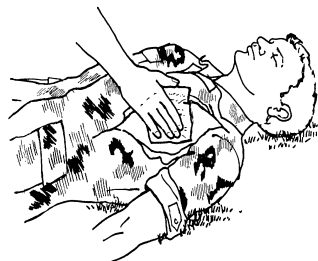
2. Apply Air Tight Dressing



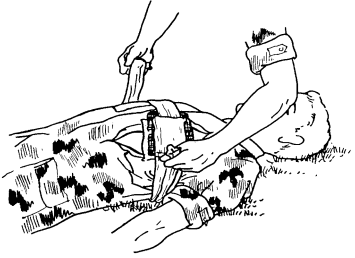
3. Apply Dressing White Side Down



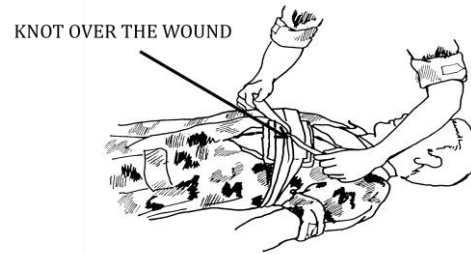
4. Hold Dressing



5. Wrap the Dressing



6. Tie the Dressing at end of exhale



7. Position Casualty (*or Perform Needle Decompression, then Position Casualty)



- IF UNCONCIOUS, POSITION ON INJURED SIDE OR SEMI-SITTING
- IF CONCIOUS, PLACE IN POSITION OF COMFORT

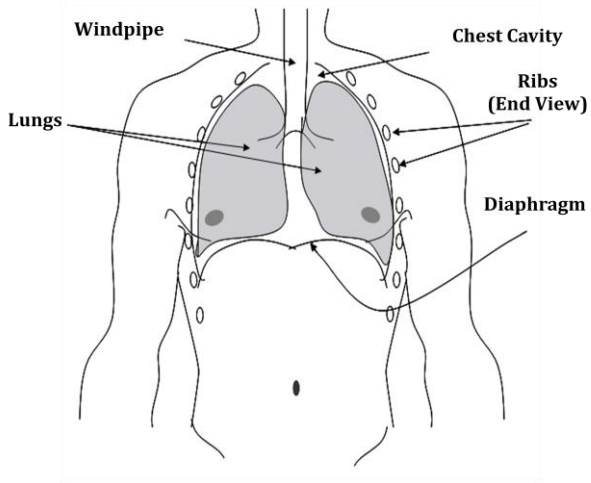
NEEDLE DECOMPRESSION

TASK: Perform Needle Decompression

PERFORMANCE MEASURES

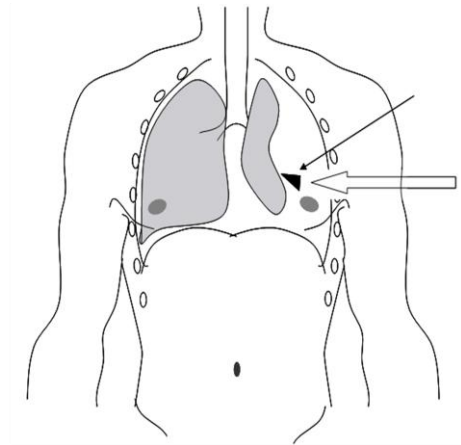
- Identify the second intercostal space (ICS) on the anterior chest wall at the mid-clavicular line (MCL) on the same side as the injury; approximately two-finger widths below the clavicle.
- Clean the site with an antimicrobial solution (alcohol or Betadine) if available.
- Insert the needle into the chest.
 - Remove the plastic cap from the 3.25 inch, 14-gauge needle. Also remove the cover to the needle's flash chamber.
 - Insert the needle into the skin over the superior border of the third rib, MCL, and direct the needle into the second ICS at a 90 degree angle.
 - As the needle enters the pleural space, a "pop" is felt, followed by a possible hiss of air. Ensure that the catheter is advanced all the way to the hub.
 - Remove the needle, leaving the catheter in place.
 - If tension pneumothorax recurs (as noted by return of respiratory distress), repeat the needle decompression on the injured side.
- Secure the catheter hub to the chest wall with tape.
- Listen for increased breath sounds or observe decreased respiratory distress.
- Document the procedure on the TCCC Casualty Card.
- * - Verbalize that the progressive respiratory distress is due to chest trauma.
- * - Verbalize that the needle to be used for the procedure is a 3.25 inch, 14 gauge needle.
- * - Verbalize the importance of ensuring that the needle entry site is not medial to the nipple line.

Normal Chest Cavity and Lungs



Collapsed Lung – Pneumothorax

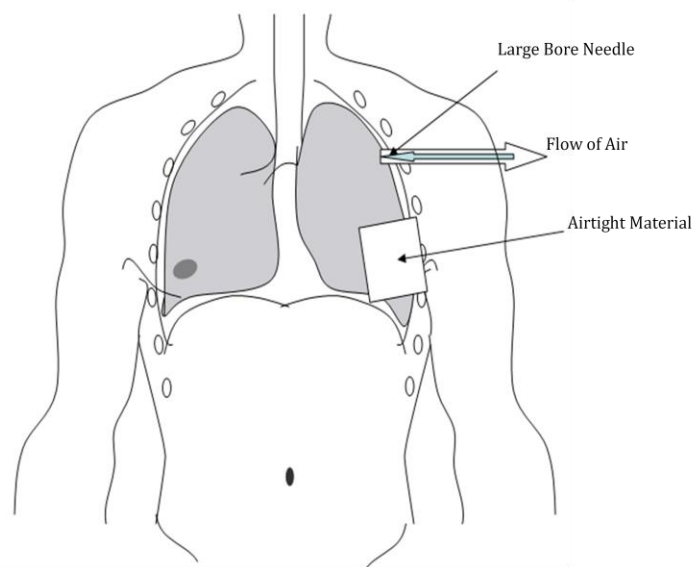
Air flows into the chest cavity from a penetrating wound, collapsing the lung.



-Jugular Distension
-Tracheal Deviation
-Uneven Rise and Fall of the Chest

-Spitting up Blood
-Gasping for Air, Respiratory Distress
-Signs and Symptoms of Shock

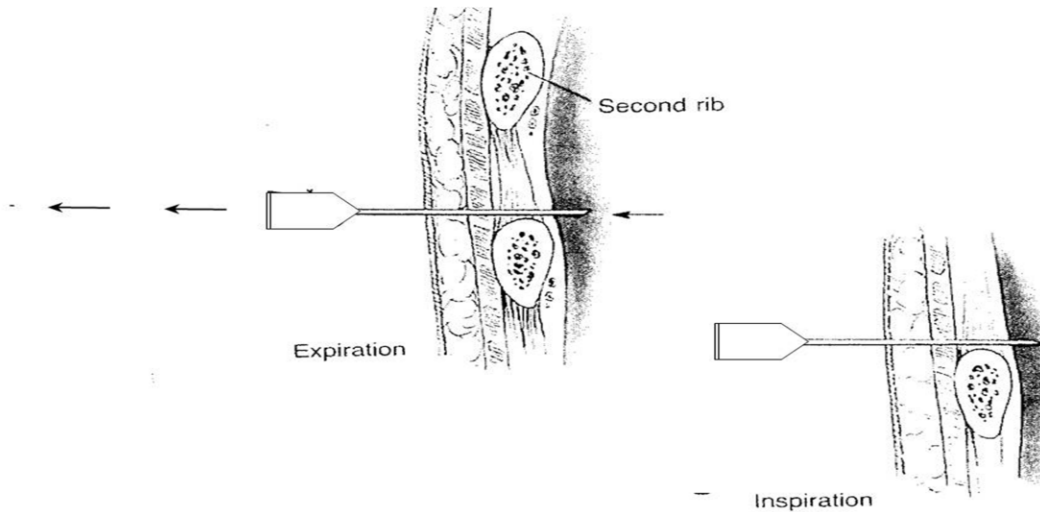
NOTE: Sealing the entrance and exit wounds prevents air from rushing into the chest cavity.



- Inserting a large-bore needle into the upper front chest creates an outlet for the trapped air to rush out of the chest cavity and allow the lung to re-expand.

NEEDLE INSERTION:

- Locate the insertion site.
- Locate the second inter-costal space
 - Between the second and third ribs
 - Two finger widths below the collarbone
 - At the mid-clavicular line (in line with nipple)
 - The same side as the penetrating wound.



- Insert a large bore (14 gauge, 3-inch long) needle and catheter unit.
- Firmly insert the needle into the skin until you penetrate the chest cavity feeling a “pop” as the needle enters the chest cavity followed by a hiss of escaping air

WARNING: Proper positioning of the needle is essential to avoid puncturing blood vessels and/or nerves.

- Withdraw the needle while holding the catheter in place.
- Secure the catheter to the chest wall by using tape.

The casualty's condition should improve. Monitor the casualty until they reach medical care.

TRANSPORT A CASUALTY

TASK: Transport a casualty

OUTCOME: You will demonstrate an understanding of manual carries by determining and executing the appropriate carry based on enemy threat, distance to travel, and patient injuries. You must employ proper technique to avoid causing unnecessary injury to the patient or yourself. This task will be performed at a hands-on evaluation station. Failure to perform to the prescribed standard will result in retraining and retesting until proficiency is achieved.

Performance Measures

- Select appropriate movement technique
- Transport casualty
- Does not cause unnecessary injury

Manual Carries

WARNING: Do not use manual carries to move a casualty with a neck or spine injury unless a life-threatening hazard is in the immediate area. Seek medical personnel for guidance on how to move and transport the casualty.

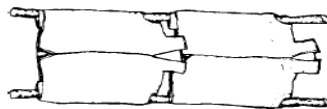
- **Fireman's carry:** Use for an unconscious or severely injured casualty.



- **Four Hand Seat Carry:** Use in combat for moderate distances with two Soldiers.



- **Improvised Litters:** Use for moderate to long distances, or if manual carries will cause further injury. Ensure stability of materials.



FIREMAN'S CARRY

Positioning the casualty for the carry

- To roll a casualty
 - Kneel at the casualty's uninjured side.
 - Place arms above his head
 - Cross ankles - place the ankle farther from you on the ankle closer to you.
 - Hand placement: shoulder and hip or thigh.



- Roll gently ...



CAUTION-Remain low behind casualty with Kevlar on while rolling the casualty to protect yourself from possible booby-traps.

Straddle the casualty & clasp hands under the casualty's chest.



Lift casualty to his knees as you move backward.



Move backward until the casualty's legs straighten and lock.



Move forward, bringing the casualty to a standing position still tilted slightly backward to prevent the knees from buckling.



Maintain constant support of casualty with one arm. Quickly grasp his wrist with the other arm, raise it high passing your head under the casualty's raised arm, releasing it as you pass under it.

Move swiftly to face the casualty. Secure your arms around his waist. Immediately place your foot between his feet and spread them approximately 6 to 8 inches apart.



Again grasp the casualty's raise the arm high above your head.

Bend down and pull the casualty's arm over and down your shoulder bringing his body across your shoulders. At the same time pass your arm between their legs.



Grasp the casualty's wrist with one hand while placing your other hand on your knee for support.

Rise - with the casualty correctly positioned.



SUPPORTING CARRY

In the supporting carry, the casualty must be able to walk or at least hop on one leg, using the bearer as a crutch. This carry can be used to assist him as far as he is able to walk or hop.

1. Raise the casualty from the ground to a standing position by using the fireman's carry.
2. Grasp the casualty's wrist and draw his arm around your neck.
3. Place your arm around his waist. The casualty is now able to walk or hop using you as a support.



CRADLE DROP / EQUIPMENT DRAG

The cradle drop or equipment drag is effective in moving a casualty up or down steps or rapidly dragging for short distances.

-Kneel at the casualty's head (with him lying on his back). Slide your hands, with palms up, under the casualty's shoulders and get a firm hold under his armpits – **ALTERNATE:** use the grab handle attached to the Load Bearing Vest (LBV) or other sturdy piece of equipment



-Rise (partially), supporting the casualty's head on one of your forearms. (You may bring your elbows together and let the casualty's head rest on both of your forearms.)



- Rise and drag the casualty backward. (The casualty is in a semi-sitting position.)
-Back down the steps, supporting the casualty's head and body and letting his hips and legs drop from step to step.



NOTE: If the casualty needs to be moved up the steps, you should backup the steps, using the same procedure.

NECK DRAG

WARNING: Do not use the neck drag if the casualty has a broken and/or fractured arm or a suspected neck injury. If the casualty is unconscious, protect his head from the ground.

1. Tie the casualty's hands together at the wrists. (if conscious, the
2. casualty may clasp his hands together around your neck.
3. Straddle the casualty in a kneeling face-to-face position.
4. Loop the casualty's tied hands over and/or around your neck.
5. Crawl forward, looking ahead, dragging the casualty with you.



FOUR HAND SEAT CARRY

Only a conscious casualty can be transported with the four-hand seat carry because he must help support himself by placing his arms around the bearers' shoulders. This carry is especially useful in transporting a casualty with a head or foot injury for a moderate distance (50 to 300 meters). It is also useful for placing a casualty on a litter.

1. Each bearer grasps one of his wrists and one of the other bearer's wrists, thus forming a packsaddle.



2. The two bearers lower themselves sufficiently for the casualty to sit on the packsaddle; then, they have the casualty place his arms around their shoulders for support.



3. The bearers then rise to an upright position

IMPROVISED LITTER

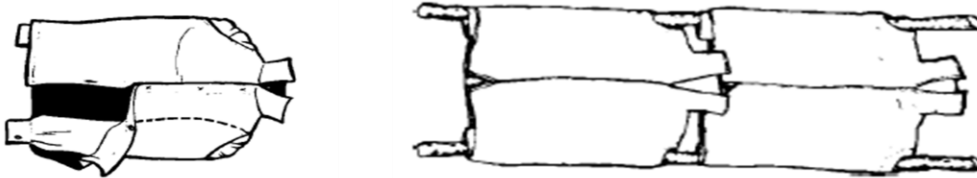
- Use the poncho and two poles limbs, or ropes

Open the poncho and lay the two poles lengthwise across the center forming three equal sections. Reach in and pull the hood up toward you and lay it flat on the poncho. Fold one section of the poncho over the first pole. Fold the remaining section over the second pole to the first pole.



- Use shirts or jackets and two poles or limbs.

Button two or three shirts or jackets and turn them inside out leaving the sleeves inside. Lay the shirts or jackets on the ground and pass the poles through the sleeves.



- Place the casualty on the litter using the following carries.

The two-man arms carry, the two-man fore-and-aft carry, the two-hand seat carry or the four-hand seat carry.

- Raise the litter together keeping it as level as possible.

REQUEST MEDICAL EVACUATION

TASK: Request a medical evacuation

OUTCOME: You will demonstrate an understanding of material presented by preparing and transmitting a MEDEVAC request, using the prescribed format, within 25 seconds. You will be provided a patient scenario, from which you must extract the information required to construct a 9-line MEDEVAC request within two minutes and thirty seconds. You may use your Warrior Forge TACSOP to assist you. You must then transmit the first five lines of the MEDEVAC request within 25 seconds. Transmission of lines six thru nine is required, but not timed. Failure to perform to the prescribed standard will result in retraining and retesting until proficiency is achieved

Performance Measures

- Collected all information needed for the MEDEVAC request line items 1 through 9.
- Recorded the information using the authorized brevity codes.
- Transmitted the MEDEVAC request within 25 seconds.

MEDEVAC REQUEST DATA

Line 1. Location of the pick-up site. (8 digit coordinate)

Line 2. Radio frequency, call sign, and suffix. (your information)

Line 3. Number of patients 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 patients:

A – Litter	B - Ambulatory
------------	----------------

Line 6. Security at pick-up site:

N – No enemy troops in area
P – Possible enemy troops in area
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. Patient nationality and status:

A – US Military	B – US Civilian
C – Non-US Military	D – Non-US Civilian
E - EPW	

Line 9. NBC Contamination:

N – Nuclear	B – Biological
C – Chemical	

* In peacetime – terrain description of pick-up site

LINE	ITEM	EXPLANATION	WHERE/HOW OBTAINED	WHO NORMALLY PROVIDES	REASON
1	Location of Pickup Site.	Encrypt the grid coordinates of the pickup site. When using the DRYAD Numeral Cipher, the same "SET" line will be used to encrypt the grid zone letters and the coordinates. To preclude misunderstanding, a statement is made that grid zone letters are included in the message (unless unit SOP specifies its use at all times).	From Map	Unit Leader(s)	Required so evacuation vehicle knows where to pick up patient. Also, so that the unit coordinating the evacuation mission can plan the route for the evacuation vehicle (if the evacuation vehicle must pick up from more than one location).
2	Radio Frequency, Call Sign, and Suffix	Encrypt the frequency of the radio at the pickup site, not a relay frequency. The call sign (and suffix if used) of the person to be contacted at the pickup site may be transmitted in the clear.	From SOI	RTO	Required so that the evacuation vehicle can contact the requesting unit while enroute (obtain additional information or change in situation or directions).
3	Number of Patients by Precedence	Report only applicable information and encrypt the brevity codes. A - URGENT. B - URGENT-SURG. C - PRIORITY. D - ROUTINE. E - CONVENIENCE. If two or more categories must be reported in the same request, insert the word "BREAK" between each category.	From Evaluation of Patient(s)	Medic or Senior Person Present	Required by the unit controlling the evacuation vehicles to assist in prioritizing missions.
4	Special Equipment Required	Encrypt the applicable brevity codes. A - None. B - Hoist. C - Extraction equipment. D - Ventilator.	From Evaluation of the Patient/ Situation	Medic or Senior Person Present	Required so that the equipment can be placed on board the evacuation vehicle prior to the start of the mission.
5	Number of Patients by Type	Report only applicable information and encrypt the brevity code. If requesting MEDEVAC for both types, insert the word "BREAK" between the litter entry and ambulatory entry. L + # of Pnt - Litter A + # of Pnt - Ambulatory (sitting)	From Evaluation of Patient(s)	Medic or Senior Person Present	Required so that the appropriate number of evacuation vehicles may be dispatched to the pickup site. They should be configured to carry the patients requiring evacuation.
6	Security of the Pickup Site (Wartime)	N - No enemy troops in the area. P - Possibly enemy troops in the area (approach with caution). E - Enemy troops in the area (approach with caution). X - Enemy troops in the area (armed escort required).	From Evaluation of the Situation	Unit Leader	Required to assist the evacuation crew in assessing the situation and determining if assistance is required. More definitive guidance can be furnished to the evacuation vehicle while it is en route (specific location of the enemy to assist an aircraft in planning its approach).
6	Number and Type of Wound, Injury, or Illness (Peacetime)	Specific information regarding patient wounds by type (gunshot or shrapnel). Report serious bleeding, along with patient blood type, if known.	From Evaluation of Patient	Medic or Senior Person Present	Required to assist evacuation personnel in determining treatment and special equipment needed.
7	Method of Marking Pickup Site	Encrypt the brevity codes. A - Panels. B - Pyrotechnic signal. C - Smoke signal. D - None. E - Other.	Based on the Situation and Availability of Materials	Medic or Senior Person Present	Required to assist the evacuation crew in identifying the specific location of the pickup. Note that the color of the panels or smoke should not be transmitted until the evacuation vehicle contacts the unit (just prior to its arrival). For security, the crew should identify the color and the unit verify it.
8	Patient Nationality and Status	The number of patients in each category need not be transmitted. Encrypt only the applicable brevity codes. A - US military. B - US civilian. C - Non-US military. D - Non-US civilian. E - EPW	From Evaluation of Patient	Medic or Senior Person Present	Required to assist in planning for destination facilities and need for guards. Unit requesting support should ensure that there is an English-speaking representative at the pickup site.
9	CBRN Contamination (Wartime)	Include this line only when applicable. Encrypt the applicable brevity codes. C - Chemical. B - Biological. R - Radiological. N - Nuclear.	From the Situation	Medic or Senior Person Present	Required to assist in planning for the mission. (Determine which evacuation vehicle will accomplish the mission and when it will be accomplished.)
9	Terrain Description (Peacetime)	Include details of terrain features in and around the proposed landing site. If possible, describe relationship of the site to prominent terrain feature (lake, mountain, tower).	From an Area Survey	Personnel at Site	Required to allow evacuation personnel to assess route/avenue of approach into the area. Of particular importance if hoist operation is required.

MEDEVAC REQUEST DATA

Line 1. _____ **Location of the pick-up site. (8 digit coordinate)**

Line 2. _____ **Radio frequency, call sign, and suffix.
(your information)**

Line 3. _____ **Number of patients 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 patients:**

L – Litter A- Ambulatory

Line 6. _____ **Security at pick-up site:**

N – No enemy troops in area
P – Possible enemy troops in area
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. _____ **Patient nationality and status:**

A – US Military B – US Civilian
C – Non-US Military D – Non-US Civilian
E - EPW

Line 9. _____ **NBC Contamination:**

N – Nuclear B – Biological
C – Chemical

* In peacetime – terrain description of pick-up site

ESTABLISH A LANDING ZONE



SAFETY

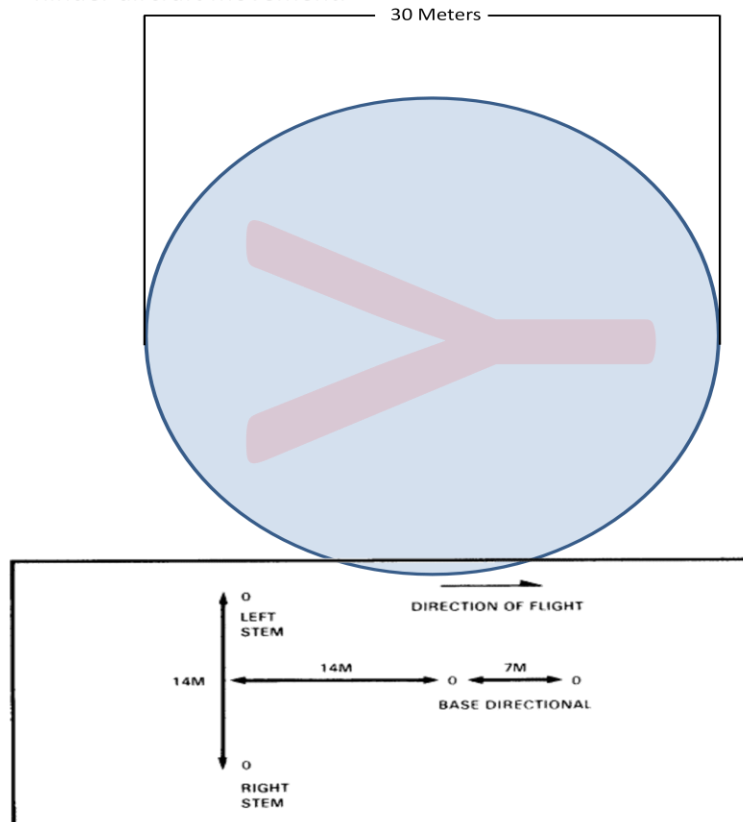
- At all times take all the necessary safety precautions.
- Element that is running the LZ provides all required safety gear.
 - Safety goggles.
 - Visual Signal, VS-17 panels/chemical lights.
 - Smoke .
- LZ MUST be secure.
- Snipers with air defense capabilities may occupy upper stories of the urban area's taller buildings.

MARKING THE LZ

- Use colored smoke to identify the LZ and wind direction.
- Use an inverted "Y" to mark the LZ.
- During daylight, camouflage the LZ so the VS-17 panels cannot be seen until evacuation aircraft are confirmed and inbound.
- At night, emplace chemical lights only when an AA is confirmed and is inbound.

LANDING REQUIREMENTS

- Minimum real estate required is a cleared area 30 meters in diameter.
- Area must have an approach and departure zone clear of obstructions.
- Telephone and electrical wire and communication antennas hinder aircraft movement.

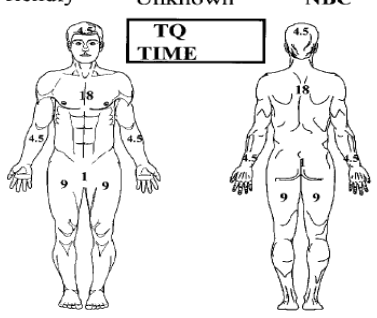


CASUALTY CARD – DA 7656

- This casualty card will be found in each Soldier's IFAK.
- May be completed with a ball point pen.
- Attach it to casualty's belt loop, or place it in their upper left sleeve or left trouser cargo pocket.
- Include as much information as you can.

Name/Unit _____
DTG: _____ **ALLERGIES:** _____
 Friendly Unknown NBC

TQ TIME



A: Intact Adjunct Cric Intubated
B: Chest Seal NeedleD ChestTube
C: TQ Hemostatic Packed PressureDrsg

FLUIDS: IV IO
 NS / LR 500 1000 1500
 Hextend 500 1000

Other: _____

DRUGS (Type / Dose / Route):
 PAIN _____
 ABX _____
 OTHER _____

GSW BLAST MVA Other

TIME				
AVPU				
PULSE				
RESP				
BP				

DA FORM 7656, XXXX ####

First Responder's Name _____

- Record each specific intervention in each category.
- If you are not sure what to do, the card will prompt you where to go next.
- Simply circle the intervention you performed.
- Explain any action you want clarified in the remarks area.

FRONT

- Individual's name and allergies are filled in before placing in the IFAK.

Name/Unit _____
DTG: _____ **ALLERGIES:** _____
 Friendly Unknown NBC

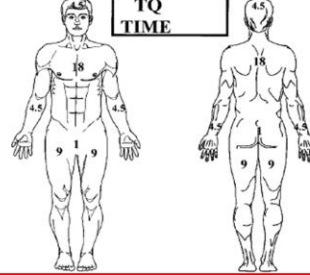
TQ TIME



- Add Date / Time Group
- Friendly / Unknown / NBC

Name/Unit _____
DTG: _____ **ALLERGIES:** _____
 Friendly Unknown NBC

TQ TIME



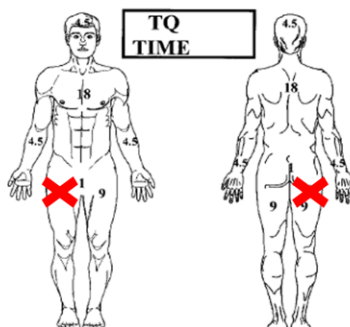
GSW BLAST MVA Other

TIME				
-------------	--	--	--	--

- Cause of injury

FRONT

- Mark an "X" at the site of the injury/ies on body picture.
- Note burn percentage on figure



- Note casualty's vital signs with time
- Note casualty's level of consciousness using AVPU
 - Alert
 - Alert to Verbal stimuli
 - Alert to Painful Stimuli
 - Unresponsive

GSW BLAST MVA Other

TIME			
AVPU			
PULSE			
RESP			
BP			

DA FORM 7656, XXX 0809

BACK

- Record Airway interventions
- Record Breathing interventions
- Record Bleeding control measures; note use of tourniquet on front of card

A: Intact Adjunct Cric Intubated

B: Chest Seal Needled ChestTube

C: TQ Hemostatic Packed PressureDrsg

BACK

- Record any pertinent notes

First Responder's Name _____

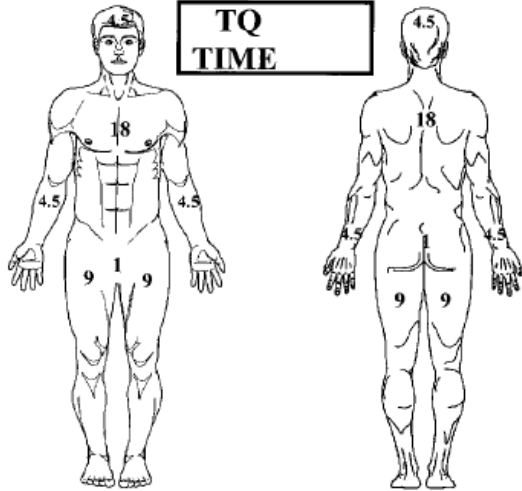
- Sign card – Does not have to be a medic to sign

First Responder's Name _____

Name/Unit _____

DTG: _____ ALLERGIES: _____

Friendly Unknown NBC



A: Intact Adjunct Cric Intubated

B: Chest Seal NeedleD ChestTube

C: TQ Hemostatic Packed PressureDrsg

FLUIDS: IV IO

NS / LR 500 1000 1500

Hextend 500 1000

Other:

DRUGS (Type / Dose / Route):

PAIN

ABX

OTHER

GSW BLAST MVA Other _____

TIME				
AVPU				
PULSE				
RESP				
BP				

DA FORM 7656, XXX ####

First Responder's Name _____

- DTG = Date-Time, Group (e.g. - 160010Oct2009)
- NBC = Nuclear, Biological, Chemical
- TQ = Tourniquet
- GSW = Gunshot Wound
- MVA = Motor Vehicle Accident
- AVPU = Alert, Verbal stimulus, Painful stimulus, Unresponsive
- Cric = Cricothyroidotomy
- NeedleD = Needle decompression
- IV = Intravenous
- IO = Intraosseous
- NS= Normal Saline
- LR = Lactated Ringers
- ABX = Antibiotics

CHAPTER 7 - QUICK REFERENCES

SECTION I - FORCE SUSTAINMENT (FM 3-21.10 Ch 11 JUL06)

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 Detainees.** All EPWs and civilians are handled IAW with the Law of Land Warfare.

SECTION II - LEADERSHIP DIMENSIONS

(FM 6-22 App A OCT06)

I. 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

II. Attributes: Characteristics that are an inherent part of an individual's total core, physical and intellectual aspects. Attributes shape how an individual behaves in their environment.

1. Identity - Factors internal and central to a leader, that which makes up an individual's core.

a. 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

b. Empathy - The ability to see something from another person's point of view, to identify with and enter into another person's feelings and emotions

c. Warrior Ethos - 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

SECTION III - CBRN
(STP 21-1-SMCT JUN09; STP 21-1-24 SMCT SEP09)

Chemical Biological Radiological and Nuclear (CBRN) is a committee at WF which will train Cadets on CBRN Tasks and to develop confidence in the protective mask. Given appropriate training area with CS Chamber and appropriate equipment, Cadets will train on select BOLC A Tasks IAW the WARRIOR FORGE Master Training Schedule and develop a Situational Training Exercise that tests the Cadets CBRN skills in a physically challenging environment (Cobalt Challenge). Cadets correctly wear, operate and have confidence in their CBRN Clothing and equipment and appreciate the leadership challenges and constraints associated with operating in a CBRN environment.

NBC 1 (Initial Observers Report)

- B- Position of Observer
- D-Date/Time of Attack
(Zulu, Local, or Letter Zone)
- H-Type of Agent
- C-Azimuth of Attack from Observer
or
- F-Location of Attack
(State Estimated or Actual)

MOPP Levels

- MOPP 0- All Gear Carried
- MOPP 1- Over Garments (OG)Worn
- MOPP 2- O.G, Boots Worn
- MOPP 3- O.G, Boots, Mask Worn
- MOPP 4- O.G, Boots, Mask, Gloves Worn

React to CB Hazard

- Stop, Don Protective Mask, Sound Alarm
- Seek Cover, Go to MOPP 4, Decontaminate exposed skin
- Detect CB Hazards with available detection equipment
- Compile NBC 1 Report, send report higher
- Conduct Self / Buddy Aid (if necessary)
- Continue with mission

Use M8 Detector Paper

- Before use, ensure in MOPP 4
- Find stick, check stick to ensure no contamination
- Affix M8 Paper to stick for sampling
- Sample possible contamination with M8
 - Check for paper color change
 - Use M8 booklet as key to determine type of agent (color change)
- Use info for NBC 1 Report

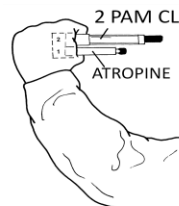
Mild Symptoms Of Nerve Agent Poisoning

1. Unexplained Runny Nose
2. Unexplained Sudden Headache
3. Excessive Flow Of Saliva (Drooling)
4. Tightness Of Chest, Causing Breathing Difficulties
5. Difficulty Seeing (Blurred Vision)
6. Muscular Twitching Of Exposed Contaminated Skin
7. Stomach Cramps
8. Nausea

Severe Symptoms Of Nerve Agent Poisoning

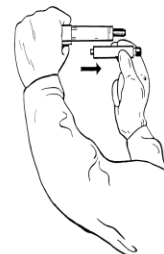
1. Strange And Confused Behavior
2. Gurgling Sounds Made When Breathing
3. Severely Pinpointed Pupils
4. Red Eyes With Tearing
5. Vomiting
6. Severe Muscular Twitching
7. Loss Of Bladder And/Or Bowel Control
8. Convulsions
9. Unconsciousness Or Stoppage Of Breathing

First Aid for Nerve Agent Poisoning with NAAK Kit



Remove one set of atropine injectors. Hold injector by plastic clip, with other hand check injection site to avoid buttons and objects in pockets.

Grasp small injector without covering the needle end and pull out of the clip, Hold injector between thumb and first two fingers. Place the needle end of the injector against the injection site, And hold in place for at least ten seconds.

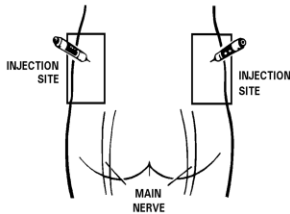
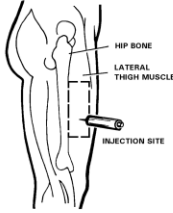


CBRN (continued)
STP 21-1-SMCT Area 3 (JUN09); STP 21-1-24 SMCT Area 3 (SEP09)

First Aid for Nerve Agent Poisoning with NAAK Kit



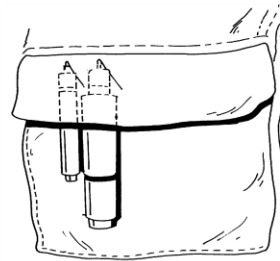
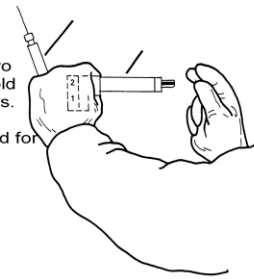
The injection can be given in any part of the lateral thigh muscle from about a hand's width above the knee, and a hand's width below the hip joint.



Very thin soldiers should give the injection in the upper outer quarter of the buttocks. Ensure location is correct to avoid hitting the major nerve which crosses the buttocks, which could cause paralysis.

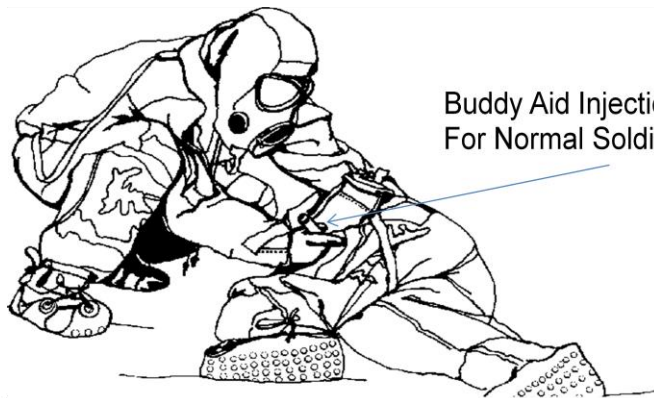
First Aid for Nerve Agent Poisoning with NAAK Kit

Remove the first injector from your muscle and place between two fingers, grasp the large injector, hold between thumb and first two fingers. Place needle end of the injector against outer thigh muscle and hold for ten seconds.

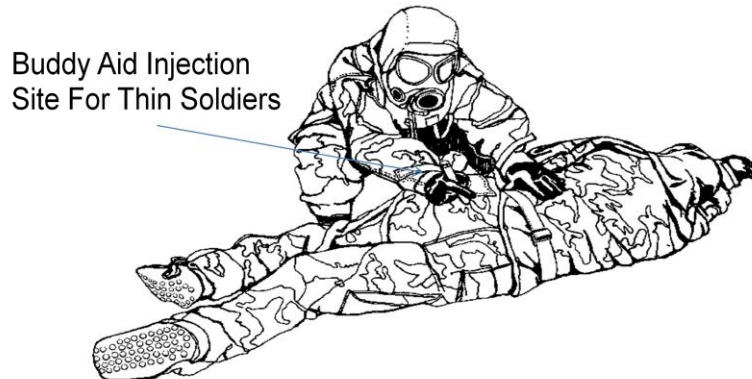


Secure the used injectors, push the needle of each used injector through one of the pocket flaps of the protective over-garment.

First Aid for Nerve Agent Poisoning with NAAK Kit



Buddy Aid Injection Site For Normal Soldiers



Buddy Aid Injection Site For Thin Soldiers

SECTION IV - Life Support Area (LSA) Overview at Warrior Forge

Barracks - Upon arrival at LDAC, cadets will be housed in WWII-era open-bay barracks. Each building accommodates up to 50 cadets. The limited number of latrines and showers in each building are augmented by separate shower buildings and chemical latrines in the barracks area. Most barracks also contain one washer and dryer, however these are intended only for occasional use. Cadets are expected to utilize the bulk laundry service provided. Cadets will stay in the barracks for the first four or five days of LDAC while they complete in-processing orientation, then occupy bivouac sites, assembly areas, and tactical training bases as they progress through the individual and unit training and tactical deployment phases. At the completion of the tactical phase, cadets will return to the barracks for the final seven or eight days of LDAC.

Bivouac (BIV) Sites - Bivouac sites are non-tactical sleeping areas with limited support facilities; usually only chemical latrines, water trailers, and trash dumpsters. Cadets will either construct individual poncho shelters or simply use sleeping bags with bivouac covers for nighttime shelter. Bivouac sites are utilized during Land Navigation, Cultural Awareness, and U.S. Weapons training.

Assembly Areas (AA) - Assembly areas are non-tactical semi-permanent military compounds. They contain sleeping tents (GP Medium tents with flooring and cots to accommodate up to 18 cadets), a command post with radio and telephone communications and electric power, a medical aid station, lighted mess/meeting tents, shower trailers, chemical latrines, personal hygiene stations, water trailers, and trash dumpsters. AAs are enclosed in a concertina wire perimeter fence and have exterior lighting. There are no lights in the sleeping tents however so cadets will need personal flashlights/headlamps. Cadets will spend four nights in an assembly area during CBRN, Confidence 1, First Aid, and FLRC training.

Tactical Training Bases (TTB) - Tactical training bases are tactical (temporary) military compounds. The internal arrangement of the TTBs is similar to the AA with the same sustainment facilities. External differences include a perimeter wire mesh fence covered with sniper screening to prevent long-range observation of occupants, guard towers, and entry control points (ECPs) equipped with concertina wire and Hesco barriers and movable barricades. Cadets will occupy a tactical training base for six nights during the tactical phase of LDAC while conducting Squad Tactical Exercises (STX) and preparing for Patrolling. While in the TTB, cadets will conduct security operations to include manning the guard towers, operating the ECPs, and reacting to non-combatant and enemy activity.

Patrol Base (PB) - Patrol bases are temporary, usually clandestine, sites without facilities other than chemical latrines. Patrol bases are used by small units (squads and platoons) during tactical operations for maintenance, resupply, planning, and rest. Cadets will occupy patrol bases during Squad Maneuver training and during the Patrolling exercise in the tactical phase of LDAC.

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 oversight. (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 within 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 - FIRE SUPPORT

(071-326-0510 STP 21-1 SMCT JUN09; FM 3-21.8 Pg 2-12 MAR07; FM 6-20-10 MAY96)

1. **React to Indirect Fire While Dismounted** (071-326-0510 STP 21-1 SMCT JUN09)
 - a. **Conditions** - You are a member (without leadership responsibilities) of a squad or team. You are either in a defensive position or moving on foot. You hear incoming rounds, shells exploding or passing overhead, or someone shouting "incoming."
 - b. **Standards** - React to each situation by shouting "Incoming!" Follow the leader's directions, if available, and then either take new or maintain existing cover.
 - c. **Performance Steps** -
 - (1) Shout "Incoming!" in a loud, easily recognizable voice.
 - (2) Look to your leader for additional instructions.
 - (3) Remain in your defensive position (if appropriate), and make no unnecessary movements that could alert the enemy to your location.
 - (4) Take cover outside the impact area (if you are in an exposed position or moving). Keep your body low if the leader is not in sight.

2. **Call for Fire** – 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.

3. **Fire Support Planning**
 - a. **Targeting** - During mission planning, the platoon leader makes adjustments to the company's indirect fire support plan. Possible targets include—
 - (1) Known or suspected enemy locations not targeted by higher.
 - (2) Dead space not covered by organic weapons.
 - (3) Gaps between adjacent units not targeted by higher.
 - (4) Likely mounted and dismounted avenues of approach and withdrawal.
 - (5) Key terrain or obstacles not targeted by higher.
 - b. **Fire Support in the Offense** –
 - (1) In front of/on the OBJ to support the platoon's approach, deployment & assault.
 - (2) Beyond the OBJ to support the platoon's consolidation/reorganization after attack.
 - (3) All known or suspected enemy positions.
 - (4) Likely enemy withdrawal and counterattack routes.
 - (5) Key terrain features throughout the platoon area of operations.

(6) Smoke is planned to obscure the platoon's movement through/across danger areas.

c. Fire Support in the Defense –

(1) All known or suspected enemy positions.

(2) Along likely enemy avenues of approach.

(3) In front of, on top of, and behind the platoon battle position.

(4) An FPF is planned along the enemy's most dangerous avenue of approach.

(5) Plan smoke to screen platoon's withdrawal to alternate/supplementary positions.

(6) Plan Illumination BEHIND THE ENEMY, exposing them w/o exposing the PLT.

d. Indirect Fire Control – Platoon leader ensures the forward observer (FO) knows:

(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.

SECTION VII - UNIFORM AND EQUIPMENT STANDARDS

- 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

TACSOP
(Inside pocket of LBV)

Compass in
grenade pouch
secured to waist
belt

**Right
Cargo:**
MAP,
Protractor

Eye protection
w/clear lenses

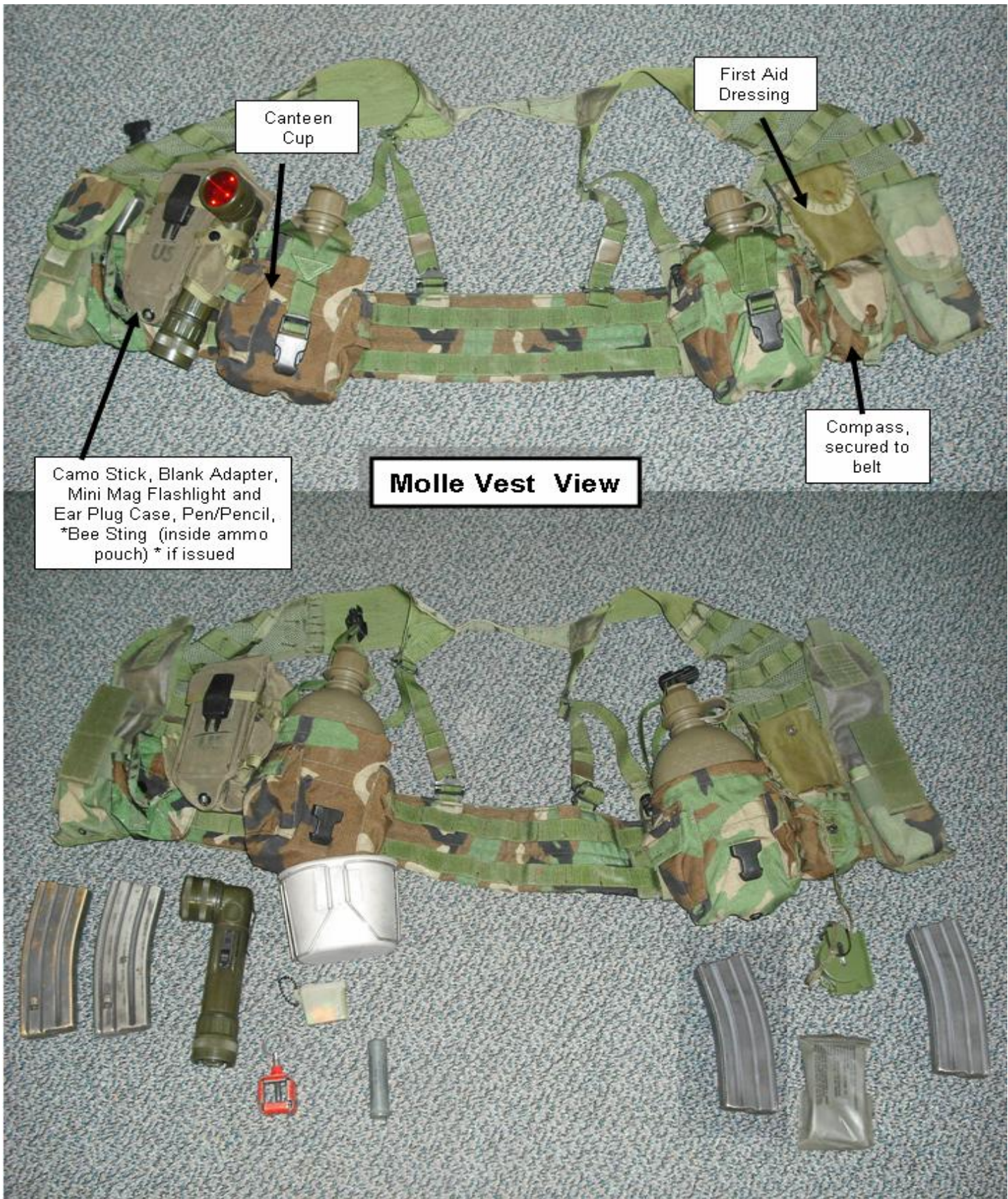
Cadet Uniform

Camo Stick,
Blank Adapter,
Mini Mag or
Army Elbow type
Flashlight, Ear
Plug Case,
Pen/Pencil, Bee
Sting Kit (if
issued)



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

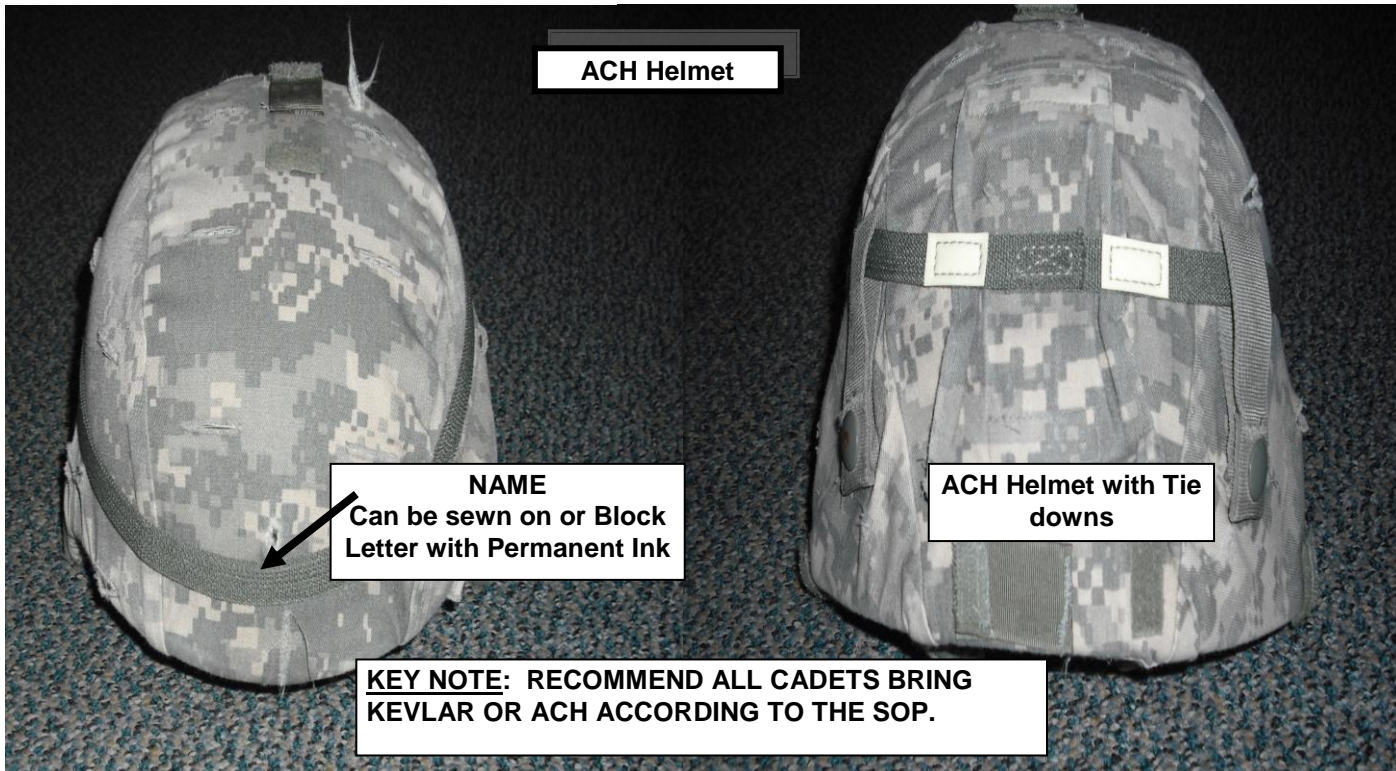
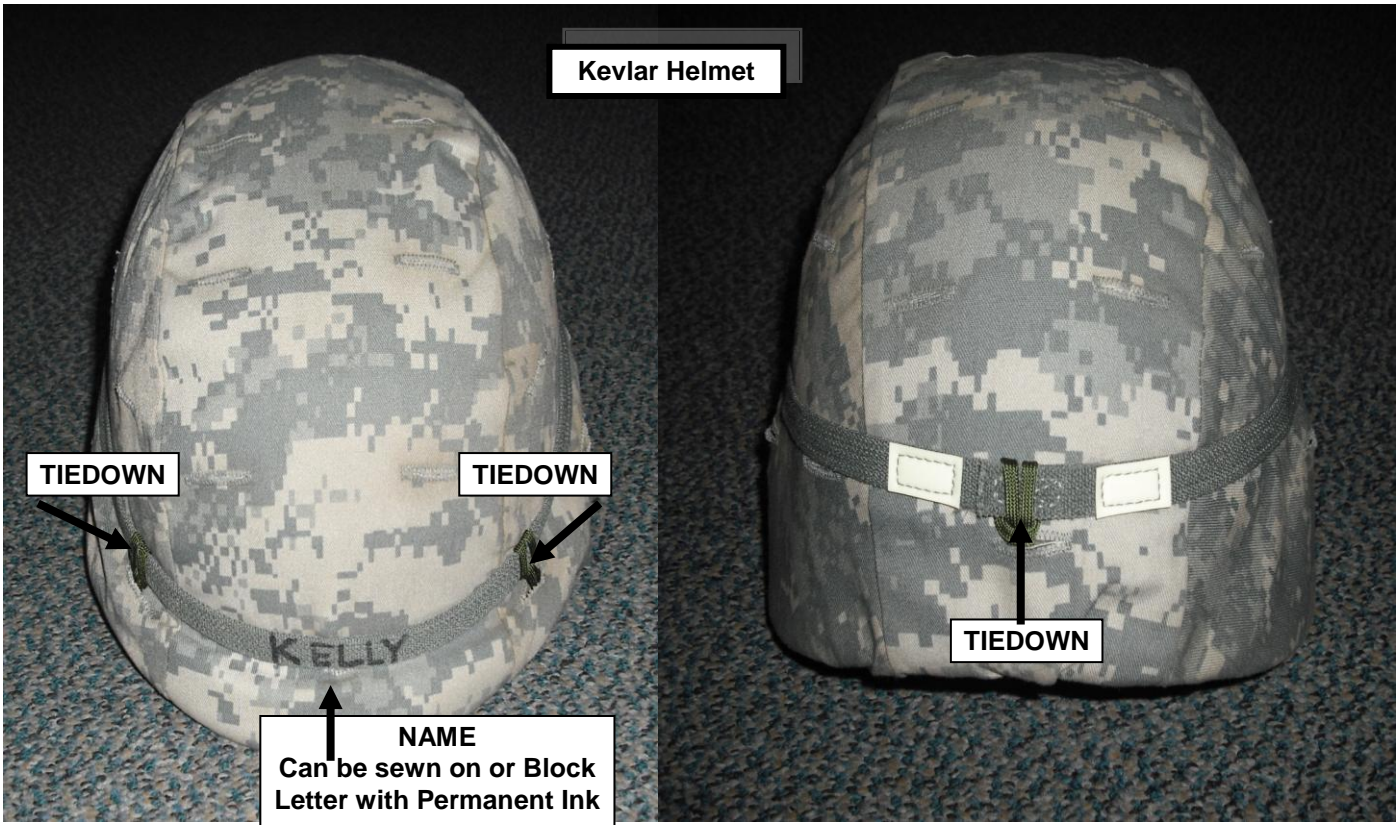
Any weather-related modifications to uniform at RTO discretion (i.e. wet bulb index CAT I-V).

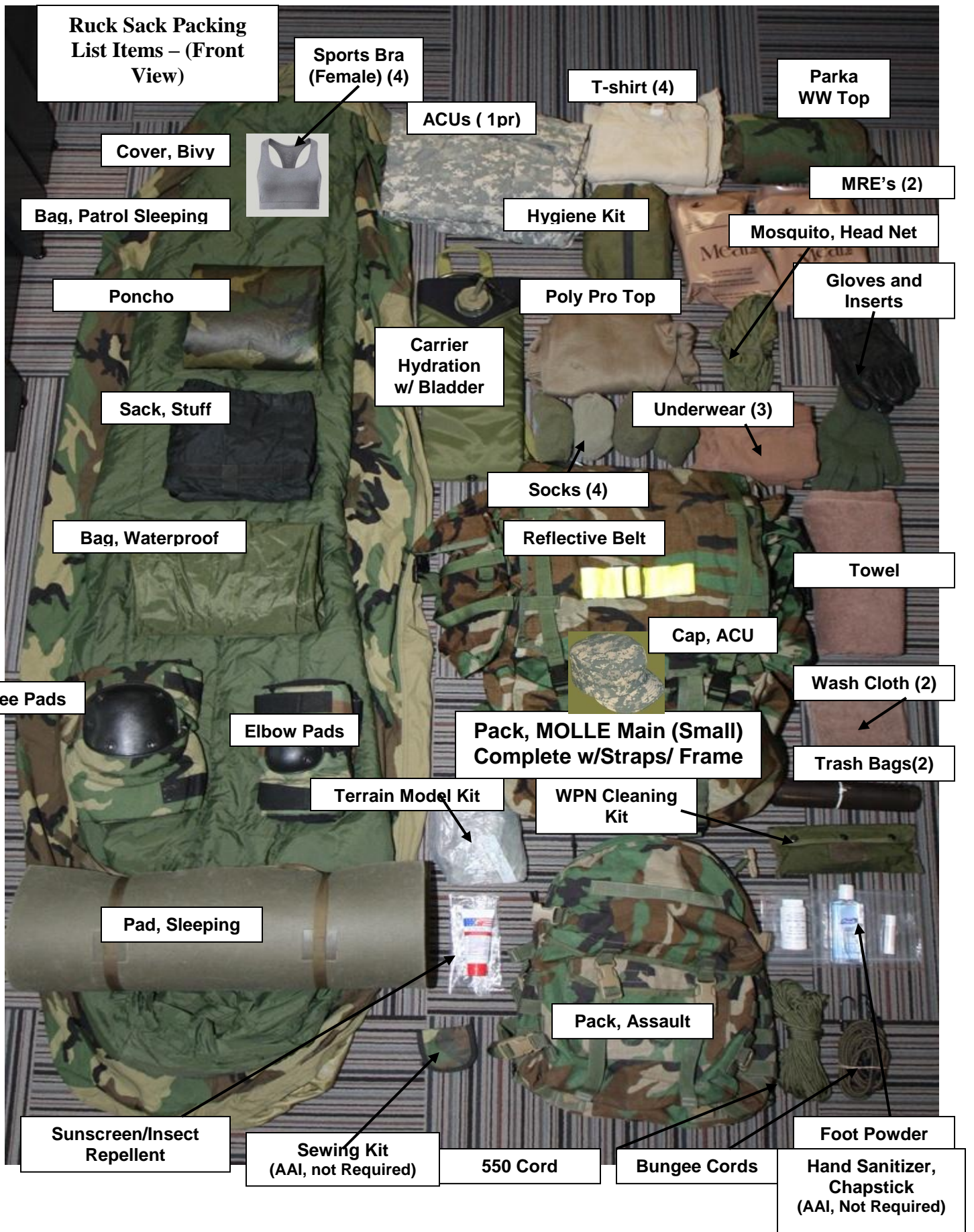


Camo Stick, Blank Adapter, Mini Mag Flashlight and Ear Plug Case, Pen/Pencil, *Bee Sting (inside ammo pouch) * if issued

Molle Vest View

Compass, secured to belt





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



Ruck / Packing Notes:

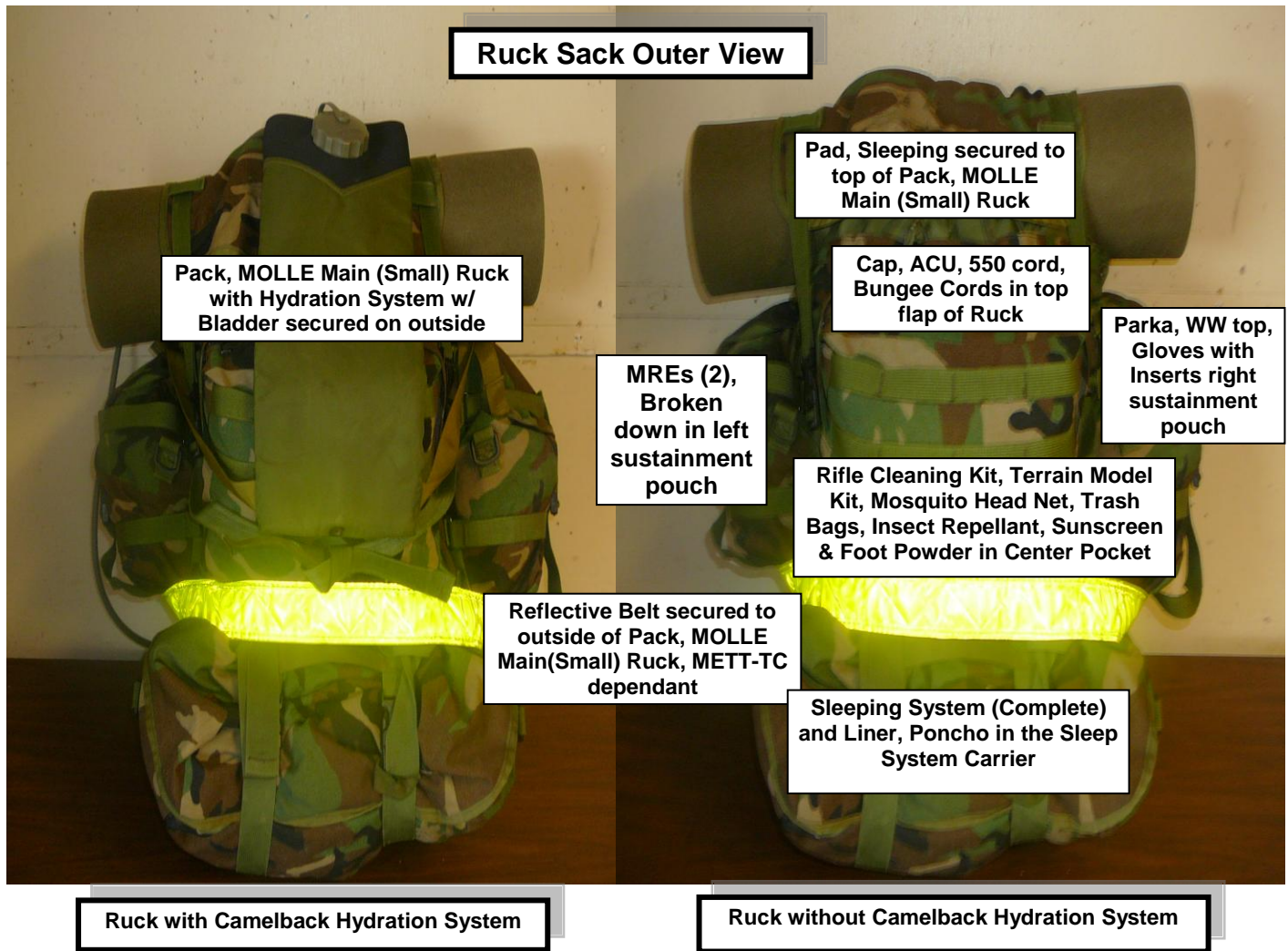
- Some items may be worn, such as the Knee Pads, Elbow Pads, Gloves, and Glove Inserts are shown in the Worn Uniform and the Ruck Packing list photos but these items are accounted for on the Ruck Weight.
- Training Committee along with WF Leadership will direct what is required for each training site.
- 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.

B BAG



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 set 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.



Average Cadet Gear Weight

- A. Soldier with Boots and ACUs (with Wallet/pen/paper)
- B. Weight of Soldier with Kevlar/Mitch and MOLLE System Worn w/water
- C. Weight of Soldier with Kevlar/MOLLE System Worn w/water and Ruck complete

Average Weight (LBS) of Equipment

- 6-8 LBS**
- 17 LBS**
- 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 Uniform and Equipment Checklists

(page 1 of 6)

Warrior Forge Cadet Clothing and Equipment PCC/PCI

1. ALL CADETS ARE REQUIRED TO BRING THE FIRST FOUR PAGES OF THE CC Cir 145-5 PACKING LIST TO WF 2011. THE INVENTORY IS REQUIRED TO BE SIGNED BY THE UNIVERSITY CADRE WHICH CONDUCTS THE INVENTORY AND THE PMS SIGNATURE.
2. **CADETS MISSING ITEMS WILL RECEIVE AN “N” SPOT REPORT.**
3. All ACU accessories must be IAW AR 670-1. ACU patches **will not** be issued at Warrior Forge (WF). CIF stocks ACUs from xs/xs to xl/xl. Cadets requiring alternate sizes see CC Cir 145-5.
4. “Under armor” type/style undershirts are **NOT** authorized.
5. Boots will meet AR 670-1 standard. Basic issue combat boots (NSN 8430-01-514-4935 or 8430-01-516-1506) are preferred for attendance at WF, but cadets may wear any CTA authorized boot.
6. No court type shoes will be worn during WF.
7. 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.
8. 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.
9. Any type of notebook is acceptable as long as it fits in the cargo pocket.
10. 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. Petzl type headlights are authorized, but must conform to red lens standards. LED lights are **NOT** authorized (regardless of lens color).
11. 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.
12. 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 Fielding Initiative (RFI) program. Shaded/sunglasses are **NOT** authorized.
13. 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. Name may be sewn on Kevlar name tape or may be written in block lettering. See picture of Kevlar/ACH tie downs. Depending on the helmet, tie downs may change with the cover. Reproduce the TACSOP tie down standard as pictured in the TACSOP.
14. Basic Issue Items (BII) are the items that are issued by the government at the University, WF CIF and the Regiment. Additional Authorized Items (AAI) are not required items but can be purchased at the cadet’s expense to aid training or increase convenience. WF or the government will not pay for any of these items, but here are some suggested 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.

APPENDIX C: Warrior Forge Cadet Checklists
CLOTHING RECORD (page 2 of 6)
(Cadets Required to bring pages 1-4 from CC Cir 145-5 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		3 ea		
4. Trousers, ACU		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		6 ea		
11. Underwear	14 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		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 req'd for follow-on tng.		2 ea		
24. Bra (Female) - Regular or Sports	10 ea			
25. Shoes, Shower	1			
26. Shoes, Running	1 pr			

APPENDIX C: Warrior Forge Cadet Checklists
CLOTHING RECORD (page 3 of 6)
(Cadets Required to bring pages 1-4 from CC Cir 145-5 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. Poly Pro)		1 pr		
28. Socks, white PT (calf or ankle high)	6 pr			
29. Appropriate Travel Attire (see note 7)	2 sets			
30. Notebook, Pocket/pen/pencil (mechanical 0.5mm)		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)		1 ea		
34. Personal Hygiene Items - Min 28 day supply: (Below is the Min. Req) -Small Container of Laundry Soap -1 can shaving cream -4 razors -1 toothbrush -Toothpaste -Nail clipper -Soap bar (unscented) and/or bottle shampoo <u>Female additional:</u> -Pads/tampons/panty liners for duration of training (17 days for the Field, in the A Bag or Ruck Sack) -Baby wipes -Natural color/clear hair ties, clips, bobby pins	As Required &/or Applies			

APPENDIX C: Warrior Forge Cadet Checklists
CLOTHING RECORD (page 4 of 6)
(Cadets Required to bring pages 1-4 from CC Cir 145-5 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	See TACSOP for Example		
37. Foot Powder	2 ea (initial)			
38. Insect Repellent	1 ea (initial)			
39. Sunscreen	1 ea (initial)			
40. Chapstick	2 ea (initial)			
41. Handkerchiefs	2			
42. Hangers, Clothes	Min 10 ea			
43. Eyeglass, Safety (with prescription inserts if needed)		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 5 of 6)
(Cadets Required to bring pages 1-4 from CC Cir 145-5 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		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 Req)	(Ensure Page 1 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
Items Issued by CIF & Regiments (page 6 of 6)**

CADET NAME: _____ SSN _____ REGT _____ BDE _____

UNIVERSITY AND ADDRESS _____

QTY	ITEM	ISSUED AT CIF	ISSUED AT REGT	REMARKS
	1. Coat, ACU (Shirt)	4 ea		
	2. Trousers, ACU	4 ea		
	3. Undershirt, Sand	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 Bladder	1/1 ea		
	16. Sleep System Carrier	1 ea		
	17. Bag, Barracks	2 ea		
	18. Sleep System	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, Magazine 30 RD		1/4 ea	
	29. Ear Plug Case		1 ea(Issued during physical)	
	30. Case, Maintenance Rifle Cleaning		1 ea	

Inventory Cadre Rank and Name _____

Inventorying Cadre Signature _____

Date of Inventory _____

FIELD PACKING LIST

**This packing list is 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)
 - 7) LENSATIC COMPASS (1) In right grenade pouch, secured with lanyard to waist belt
 - 8) EARPLUG CASE W/EARPLUGS (1) Inside left ammo pouch
 - 9) 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 Store blank adapter inside left ammo pouch
- 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 (1 PR) (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 by 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)
- r. Sewing Kit , Hand Sanitizer, Chap Stick, Gator Neck, PT Cap, (Some AAI, but Not Required)
- s. PACK ASSAULT
- t. May be worn: KNEE PADS, ELBOW PADS, GLOVES/INSERTS

3. A BAG

- a. 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)
 - 8) WASHCLOTH (1)
 - 9) SOCKS, WHITE (2 PR)
- b. PARKA, GORTEX (1)
- c. PADLOCK (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

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

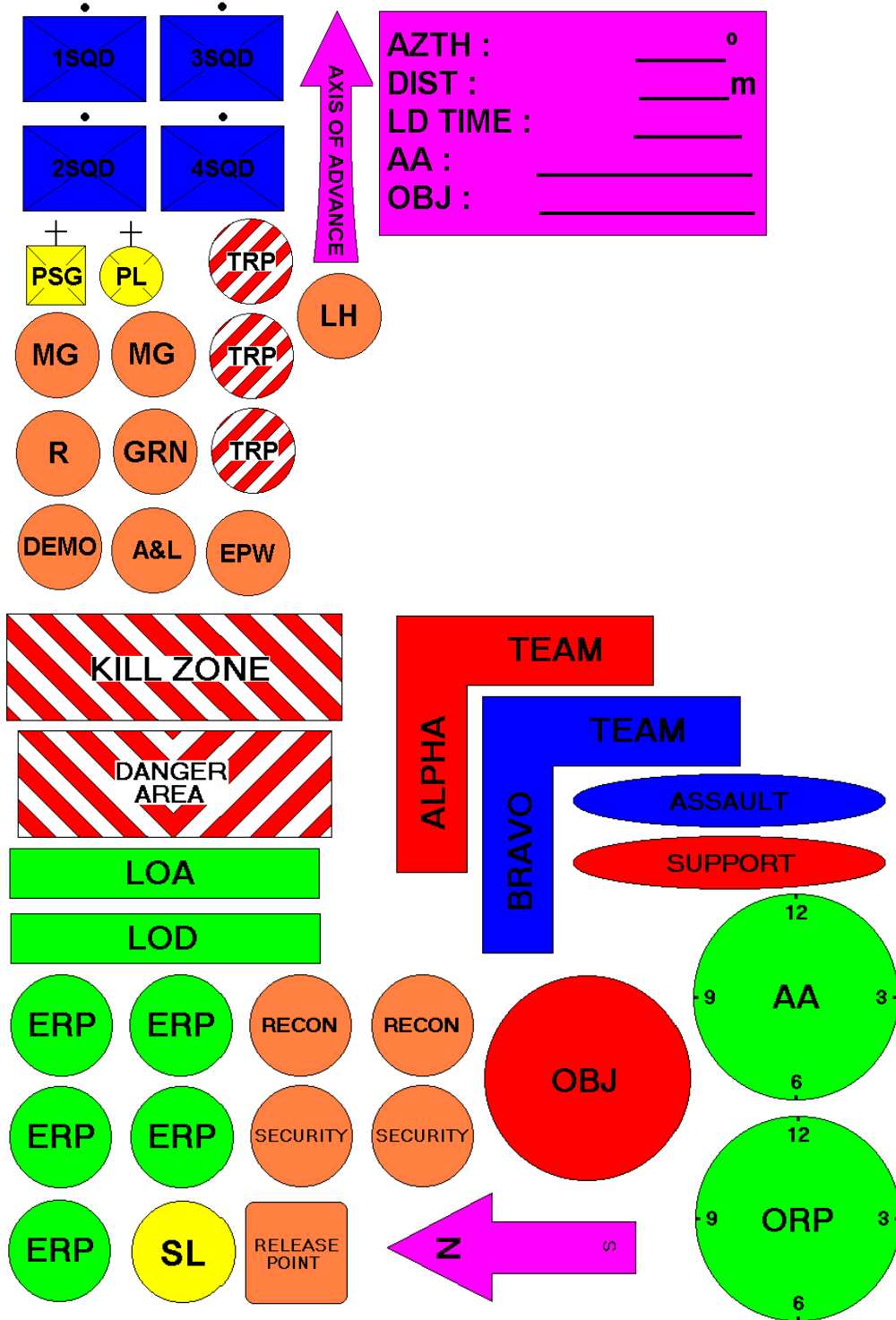
4. PACK, ASSAULT – packed according to mission requirements and as directed per the Warrior Forge Regimental SOP and/or Training Committee

5. B BAG

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

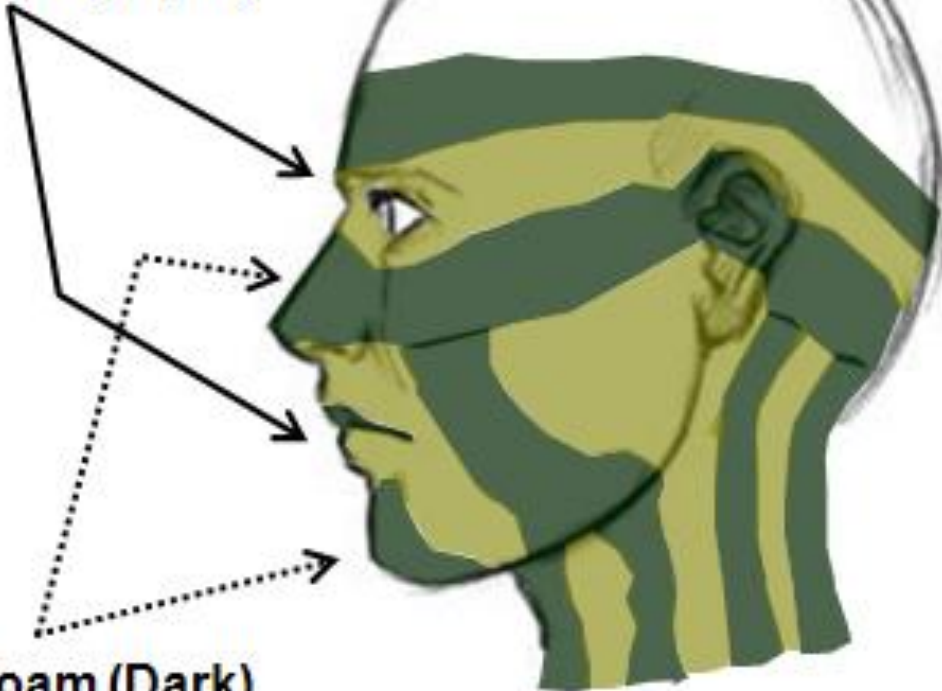
SECTION VIII - TERRAIN MODEL KIT

Additional items may include: yarn, dismounted figures and the model kit on thick paper, laminated.

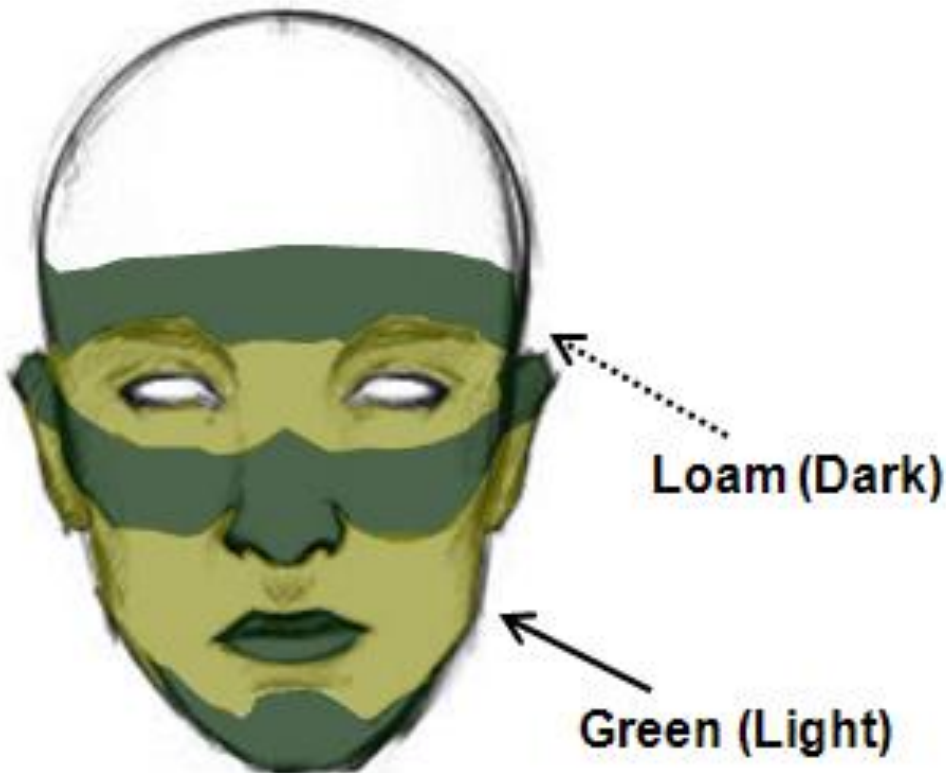


SECTION IX - FACE PAINT
(FM 20-3 AUG99)

Green (Light)



Loam (Dark)



Loam (Dark)

Green (Light)

SECTION IX - FACE PAINT
(FM 20-3 AUG99)

- Exposed skin reflects light and may draw attention. Even very dark skin requires camouflage because natural oils, will reflect light. Paint sticks cover these oils and help blend skin with the background.
- Avoid using oils or insect repellent to soften the paint stick because doing so makes skin shiny and defeats the purpose of paint.
- Cadets applying paint should work in pairs and help each other. Self-application may leave gaps, such as behind ears and exposed skin on the neck.

Use the following technique:

- Paint high, shiny areas (forehead, cheekbones, nose, ears, chin) with a dark color.
- Paint low, shadow areas with a light color.
- Paint exposed skin (back of neck, arms, hands) with an irregular pattern.

NOTES

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