

Infantry Platoon Tactical Standing Operating Procedure

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

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To Make Recommendations for changes* please send a letter with the recommendations to:
Western Region US Army Cadet Command
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*Include a description of the changes, reason for change, and any references used.

CHAPTER 1 - DUTIES AND RESPONSIBILITIES

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

During operations, the platoon leader—

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

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

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

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

- Understands the mission and commanders intent two levels up (the company and battalion).

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

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

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

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

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

- Is the SME on all of the team's weapons and duty positions and all squad battle drills.
- Leads his team in fire and movement.
- Controls the movement of his team and its rate and distribution of fire.
- Employs digital C2 systems available to the squad and platoon.
- Ensures security of his team's sector.
- Assists the squad leader as required.
- Is prepared to assume the duties of the squad leader and platoon sergeant.
- Enforces field discipline and PMM.

- Determines his team's combat load and manages its available classes of supply as required.
- Understands the mission two levels up (squad and platoon).

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

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

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

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

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

- (1) Search the EPW thoroughly and disarm him.
- (2) Silence—require the EPW to be silent.
- (3) Segregate the EPW from other EPWs (by sex and rank).
- (4) Safeguard the EPW from harm while preventing him from escaping.
- (5) Speed the EPW to the designated EPW collection point.

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

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

- (1) Evaluate A Casualty
 - (a) Responsiveness
 - (b) Breathing
 - (c) Pulse
 - (d) Bleeding
 - (e) Shock
 - (f) Fractures
 - (g) Burns
 - (h) Head Injuries
- (2) Administer First Aid to a Nerve Agent Casualty
- (3) Perform Mouth to Mouth Resuscitation

- (4) Put on a Field or Pressure Dressing
- (5) Prevent Shock
- (6) Give First Aid for Burns, Heat Injuries, Frostbite
- (7) Transport a Casualty using a Litter to Collection Points
- (8) Transport a Casualty using a Two-Man Carry to Collection Points

CHAPTER 2 - COMMAND AND CONTROL

SECTION I – TROOP LEADING PROCEDURES

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

2. **TROOP LEADING PROCEDURES**

- a. Receive the Mission
- b. Issue a Warning Order
- c. Make a Tentative Plan
- d. Initiate Movement
- e. Conduct Reconnaissance
- f. Complete the Plan
- g. Issue the Operations Order
- h. Supervise and Refine
 - (1) Receive the Mission
 - (a) Determine mission and time available (develop timeline)
 - (b) No detailed analysis of METT-TC
 - (c) 1/3-2/3 rule
 - (2) Issue a Warning Order
 - (3) Make a Tentative Plan
 - (a) **Mission**
 - Enemy**
 - Terrain and Weather**
 - Observation and Fields of Fire**
 - Avenues of Approach**
 - Key and Decisive Terrain**
 - Obstacles**
 - Cover and Concealment**
 - Visibility, Winds, Precipitation, Cloud cover,
 - Temperature/humidity
 - Troops Available**
 - Time Available**
 - Civil considerations**
 - (b) Mission and intent of commander two levels up
 - (c) Mission and intent of immediate commander
 - (d) Platoon or Squad mission
 - (e) Constraints
 - (f) Identification of tasks (Specified, Implied, Essential)
 - (g) Identification of risks
 - (h) Restated mission

- (i) Analysis of Enemy
 - a. Composition
 - b. Disposition
 - c. Strength
 - d. Capabilities
 - e. Anticipated Enemy Courses of Action
- (j). Course of Action Development
 - a. Analyze Relative Combat Power
 - b. Generate Options
 - c. Array Initial forces
 - d. Develop Schemes of Maneuver
 - e. Assign Headquarters
 - f. Prepare COA Statements and Sketches
 - g. Wargaming of COA(s)
 - h. COA Comparison and Selection
- (4) Initiate movement
- (5) Conduct Reconnaissance
 - (a) Confirm Priority Intelligence Requirements (PIRs)
 - (b) If leaving the platoon or squad to conduct leader's reconnaissance, leave a five point contingency plan, or GOTWA
 - Where the leader is **G**oing
 - O**thers going with the leader.
 - Amount of **T**ime the leader plans to be gone
 - W**hat to do if the leader does not return.
 - Unit's and leaders **A**ctions on chance contact while the leader is gone
- (6) Complete the Plan
- (7) Issue the Operations Order
- (8) Supervise and Refine
 - (a) Confirmation briefs, rehearsals, and inspections
 - a. Ensure subordinates know the mission, the commander's intent, the concept of the operation, and their assigned tasks.
 - b. Rehearsals include map rehearsal, sand table or terrain model, radio rehearsal, reduced-force rehearsal, and full-force rehearsal (preferred if time permits)
 - (b) The leader should establish a priority for rehearsals based on available time. The priority of rehearsals flows from the decisive point of the operation. Thus the order of precedence is:
 - a. actions on the objective
 - b. actions on enemy contact
 - c. special teams
 - d. movement techniques
 - e. others as required
 - (c) Security must be maintained during the rehearsal.
 - (d) Inspections
 - a. Squad leaders should conduct initial inspections shortly after receipt of the WARNO
 - b. The PSG should conduct spot checks throughout the preparation
 - c. The PL and PSG conduct final inspections
 - (e) Inspections should include:
 - a. Weapons and ammunition
 - b. Uniforms and Equipment
 - c. Mission-essential equipment

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

SECTION II – RISK MANAGEMENT

1. **PURPOSE** - To identify the tactical risk management program for accident prevention in both the Warrior Forge garrison and training operations.
2. **APPLICABILITY** - Applies to all sections of Warrior Forge.
3. **GENERAL** - The Warrior Forge Safety Office provides risk management instruction materials for training all Warrior Forge personnel in principles and techniques of risk management. The Risk Assessment Management Program (CDT CMD Reg 145-3) provides leaders with a systematic approach to controlling and reducing risk. It is a process which requires leaders to identify hazards or risks associated with training events, minimize or control these risks and weigh them against overall training value. **Leaders will conduct risk assessments whether formally, during the planning process of a training event, or informally, while making a hasty plan.** All training and activities required risk assessment.
4. **GUIDANCE**
 - a. Integrate risk management into all training and activities from concept through termination.
 - b. Accept no unnecessary risk.
 - c. Make risk decisions at the proper level.
 - d. Document risk decisions.
5. **HAZARD CONTROL PROCESS**
 - a. Identify the Hazards. Hazards are a potential source of danger, which may cause injury, damage or mission degradation. They may be encountered during training or other activities and include such obvious things as weather, terrain, weapons and equipment. Hazards can also be less obvious, such as a stream that appears shallow, but is actually deep in some places. Record identified hazards on a Risk Assessment Management Program Countermeasure Worksheet.
 - b. Hazard Inventory - The Committees/Regiments/Sections and the Warrior Forge Safety Office will assess identified hazards and file them on site utilizing the RAMP Countermeasure Worksheet.

EFFECT	PROBABILITY				
	FREQUENT	LIKELY	OCCASIONAL	REMOTE	UNLIKELY
CATASTROPHIC	EXTREME	EXTREME	<i>HIGH</i>	<i>HIGH</i>	MODERATE
CRITICAL	EXTREME	<i>HIGH</i>	<i>HIGH</i>	MODERATE	LOW
MARGINAL	<i>HIGH</i>	MODERATE	MODERATE	LOW	LOW
NEGLIGIBLE	MODERATE	LOW	LOW	LOW	LOW

Hazard Probability

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

Hazard Severity

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

SECTION III - ORDERS

1. ORDERS GROUP

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

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

2. ORDERS FORMATS

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

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

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

d. **Platoon Operation Order**

- (1) Situation
 - (a) Enemy Forces
 1. Disposition, composition, and strength
 2. Capabilities
 3. Most probable course of action
 - (b) Friendly Forces
 1. Higher Unit
 2. Left Unit's Mission
 3. Right Unit's Mission
 4. Forward Unit's Mission
 5. Mission of Unit in Reserve or Following
 6. Units in Support or Reinforcing Higher Unit
 - (c) Attachments and Detachments
- (2) Mission Task and Purpose (Who, What, When, Where, Why)
- (3) Execution – Intent (Expanded Purpose – Key Tasks - Endstate)
 - (a) Concept of the Operation - How unit will accomplish the mission.
 1. Maneuver - Designate main effort and ID tasks
 2. Fires - Concept of fire support, address priority of fires, priority targets, and restrictive control measures.
 3. Additional combat support elements - Concept of employment and priority of effort.
 - (b) Tasks to Maneuver Units - Tasks and purpose for each.
 - (c) Tasks to combat support units
 - (d) Coordinating Instructions
 1. Priority intelligence requirements and report tasks
 2. MOPP level
 3. Troop safety and operational exposure guide
 4. Engagement and disengagement criteria and instructions
 5. Fire distribution and control measures
 6. Consolidation and reorganization instructions
 7. Reporting requirements
 8. Specified tasks that pertain to more than one
 9. Rules of engagement
 10. Order of march and other MMNT procedures
 - (e) Safety
- (4) Service Support
 - (a) General - Provide trains location, Casualty and damaged equipment collection points, and routes to and from them.
 - (b) Material and services
 1. Supply
 - a. --Class I – Subsistence
 - b. --Class II - Clothing, individual equip., tools and tent packages
 - c. --Class III - Petroleum, oil, and lubricants
 - d. --Class IV - Construction Materials
 - e. --Class V – Ammunition
 - f. --Class VI - Personal demand items
 - g. --Class VII - Major end items
 - h. --Class VIII - Medical Supplies
 - i. --Class IX - Repair parts
 2. Transportation - Schedule and distribution

3. Services - Type, designation, location.
 4. Maintenance
 5. Medical evacuation (See appendix 3 Annex J)
- (c) Personnel - EPW collection point and handling instructions.
- (d) Miscellaneous
- (5) Command and Signal
- (a) Command
1. Location of higher unit commander and CP
 2. Location of unit leader or CP
 3. Location of second in command or alternate CP
 4. Succession of command - During combat, any member of the platoon may be required to assume command. Frequently, the platoon FO or RATELO may need to continue operations and direct the operation until the chain of command can be reestablished. Under normal conditions, the platoon succession of command will be:
 - a. Platoon leader
 - b. Platoon sergeant
 - c. Main effort squad leader
 - d. Supporting effort squad leaders by rank
- (b) Signal
1. SOI index in effect
 2. Listening silence if applicable
 3. Methods of communication in priority
 4. Emergency signals
 5. Code words

CHAPTER 3 – OPERATIONS

SECTION I – FIRE CONTROL AND DISTRIBUTION

1. Fire control measures

a. Terrain-Based

- (1) Target Reference Point (TRP)
- (2) Engagement Area (EA)
- (3) Sector of Fire
- (4) Maximum Engagement Line (MEL)
- (5) Final Protective Line (FPL)
- (6) Principle Direction of Fire (PDF)
- (7) Final Protective Fire (FPF)
- (8) Restrictive Firing Line

b. Threat-Based

- (1) Fire Patterns
- (2) Engagement Priorities
- (3) Weapons Ready Posture
- (4) Weapons Control Status
- (5) Trigger
- (6) Weapons Safety Posture

c. Rules of engagement

d. Machine Guns

- (1) Leaders position machine guns to—
 - (a) Concentrate fires where they want to kill the enemy
 - (b) Fire across the platoon front
 - (c) Cover obstacles by fire
 - (d) Tie-in with adjacent units
- (2) The following definitions apply to the employment of machine guns.
 - (a) Grazing fire
 - (b) Dead space
 - (c) Final protective line
 - (d) Platoon machine guns have the following target priority
 1. The FPF, if directed
 2. The most dangerous or threatening target
 3. Groups of dismounted infantry in primary sector
 4. Enemy crew-served weapons
 5. Groups of dismounted infantry in secondary sector
 6. Unarmored command and control vehicles

2. Engagement Techniques

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

3. Elements of a Fire Command

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

SECTION II – RANGE CARDS AND SECTOR SKETCHES

1. RANGE CARDS

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

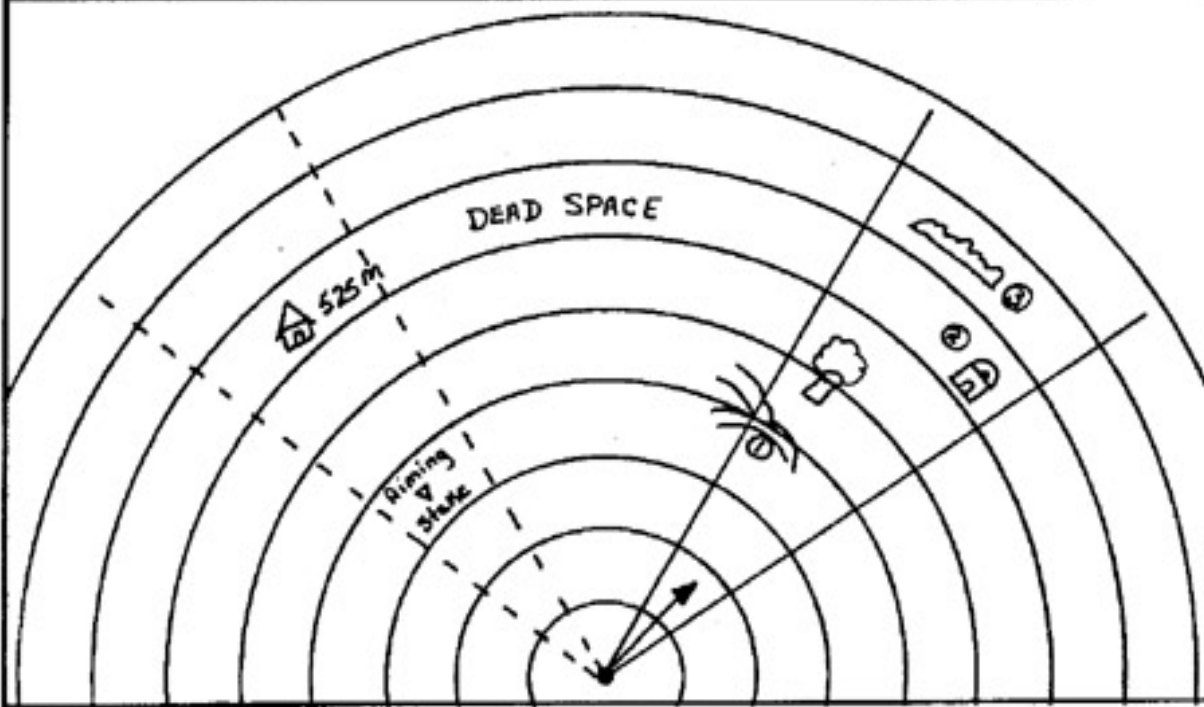
STANDARD RANGE CARD

For use of this form see FM 7-7.1. The proponent agency is TRADOC.

SQD 3^d
 PLT 2^d
 CO B

May be used for all types of direct fire weapons.


 MAGNETIC
 NORTH



DATA SECTION

POSITION IDENTIFICATION <u>GL08451038</u>			DATE <u>12 Oct 01</u>		
WEAPON <u>M100 #2</u>			EACH CIRCLE EQUALS <u>100</u> METERS		
NO.	DIRECTION/ DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION
1	L 035	0/24	400		PDF (wooded road junction)
2	R 375	-50/15	625		Barn
3	R 175	-50/40	725		Hedgerow

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

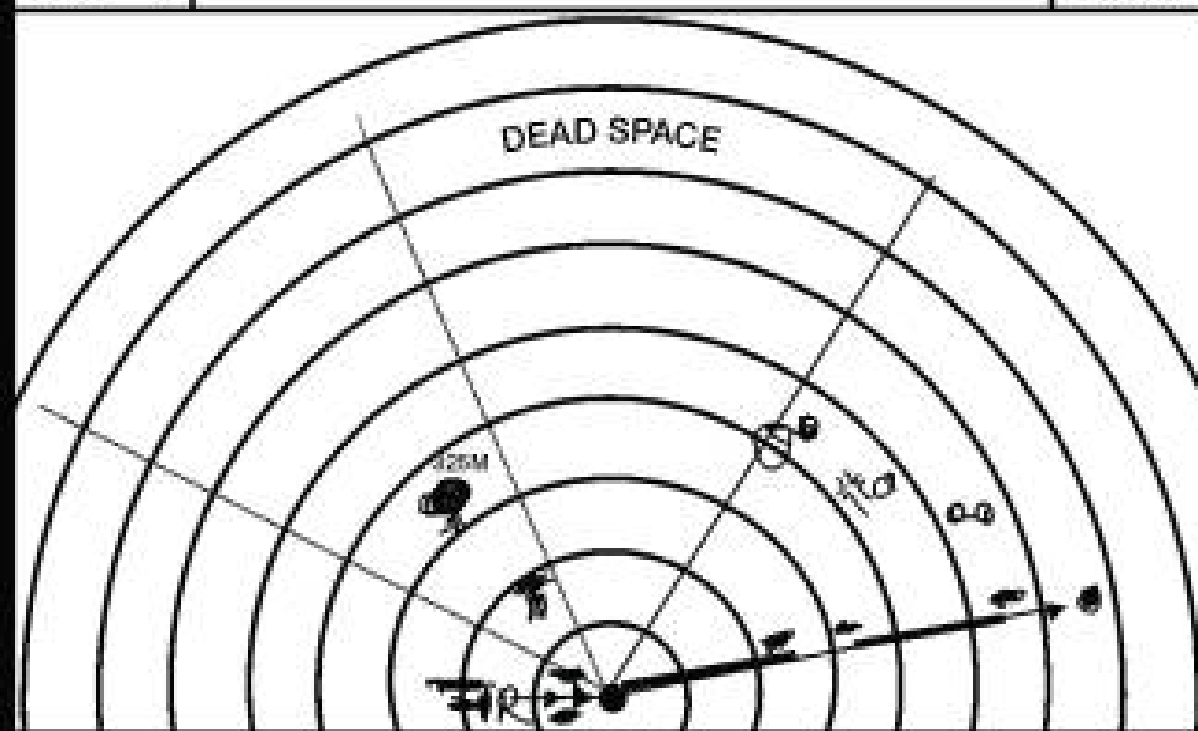
STANDARD RANGE CARD

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

SOD 20
 PLT 20
 CO _____

May be used for all types of direct fire weapons


 MAGNETIC
 NORTH



DATA SECTION

POSITION IDENTIFICATION FL93868141 DATE 20 APRIL

WEAPON M60 EACH CIRCLE EQUALS 100 METERS

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

REMARKS: 0-4
0 TW15/LB

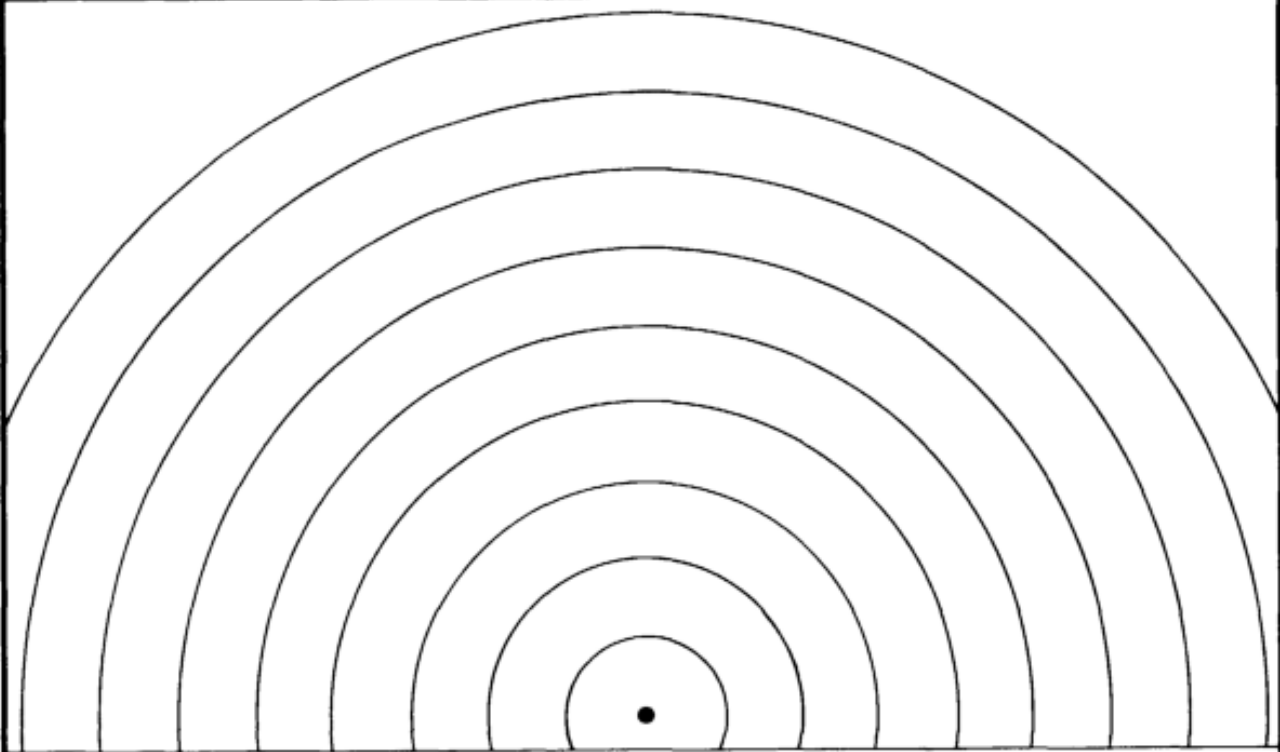
STANDARD RANGE CARD

For use of this form see FM 7-8. 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:

STANDARD RANGE CARD

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

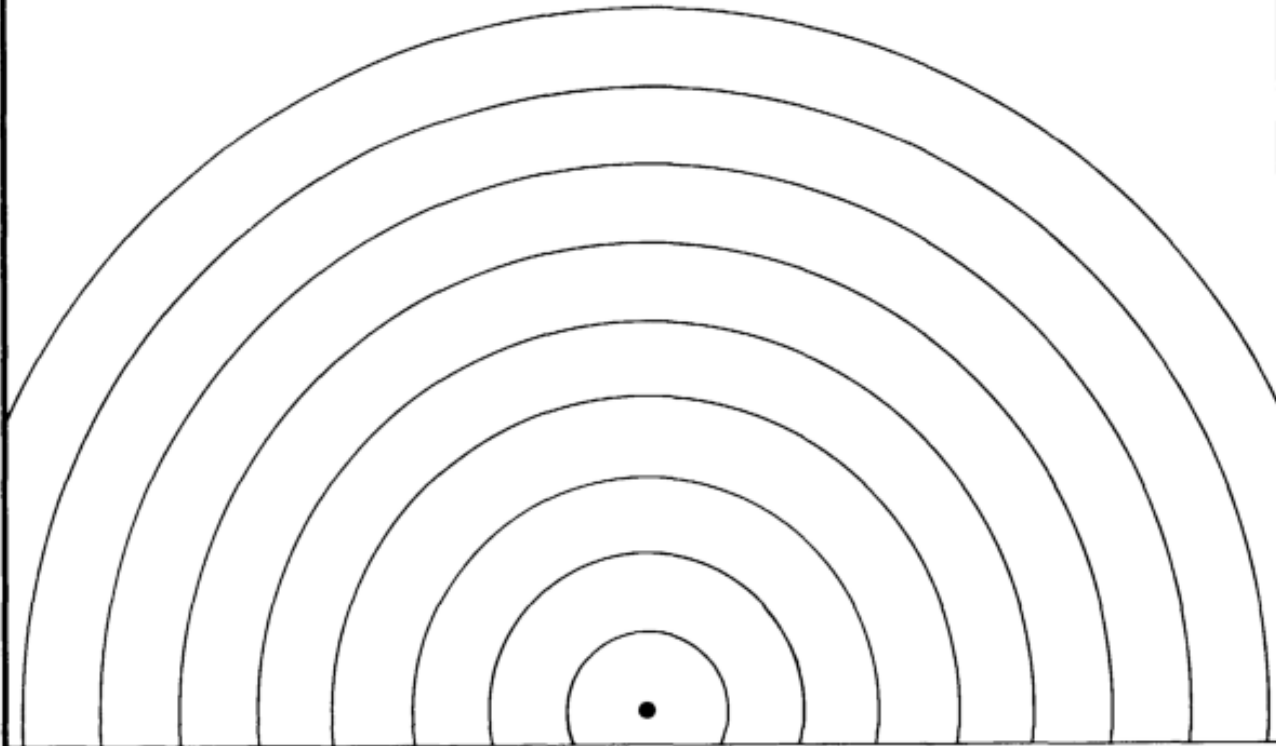
SQD _____

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:

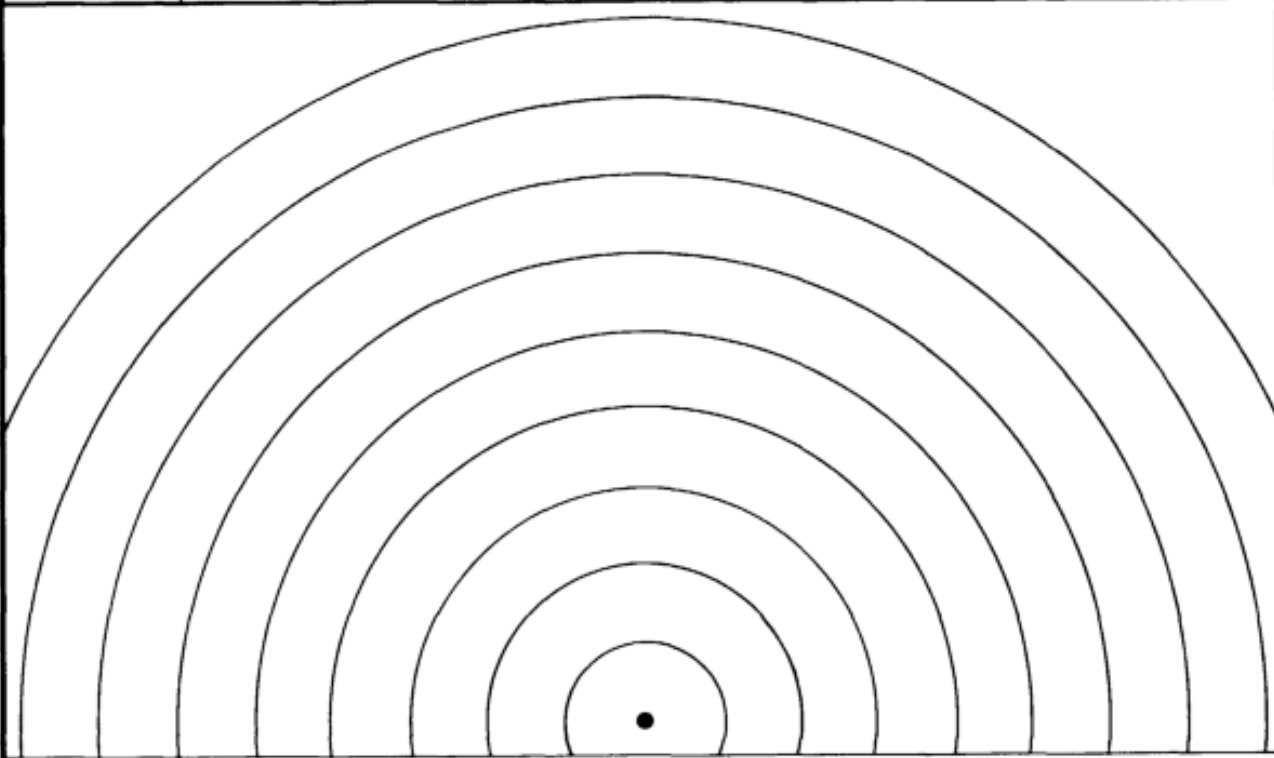
STANDARD RANGE CARD

For use of this form see FM 7-8. 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:

STANDARD RANGE CARD

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

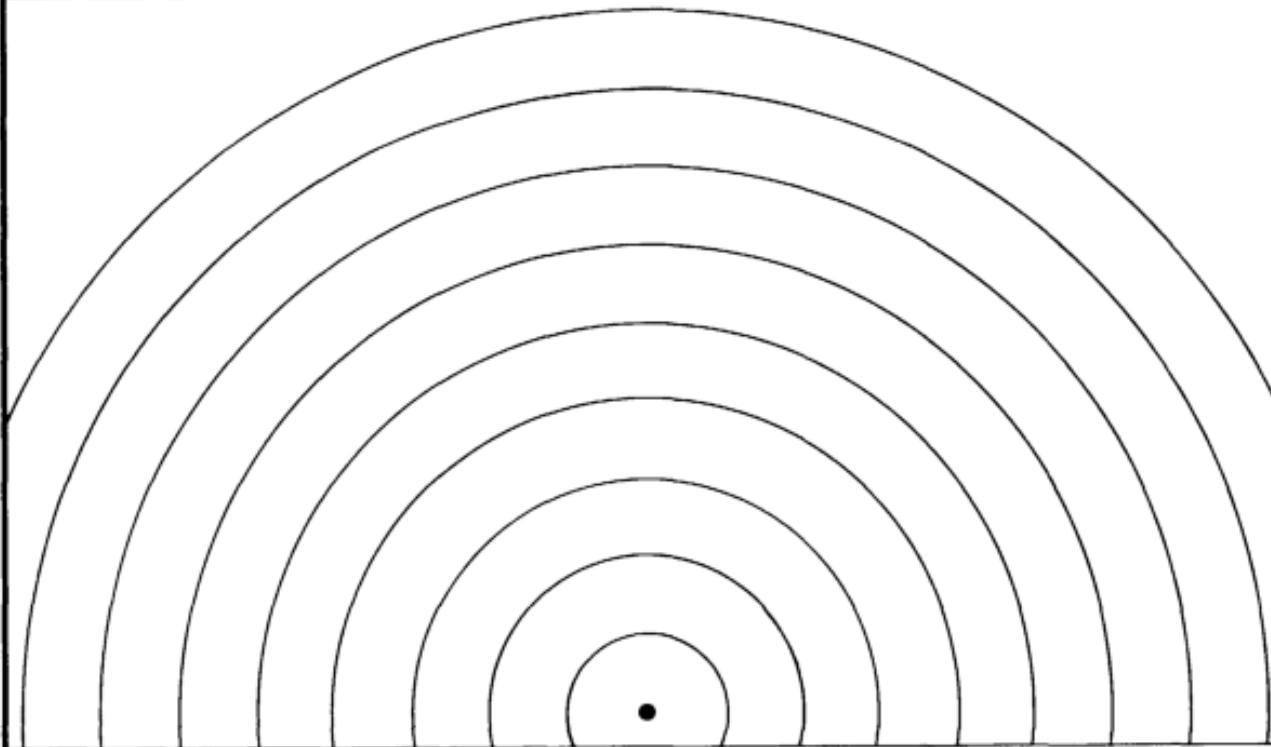
SQD _____

PLT _____

CO _____

May be used for all types of direct fire weapons.

MAGNETIC
NORTH



DATA SECTION

POSITION IDENTIFICATION _____

DATE _____

WEAPON _____

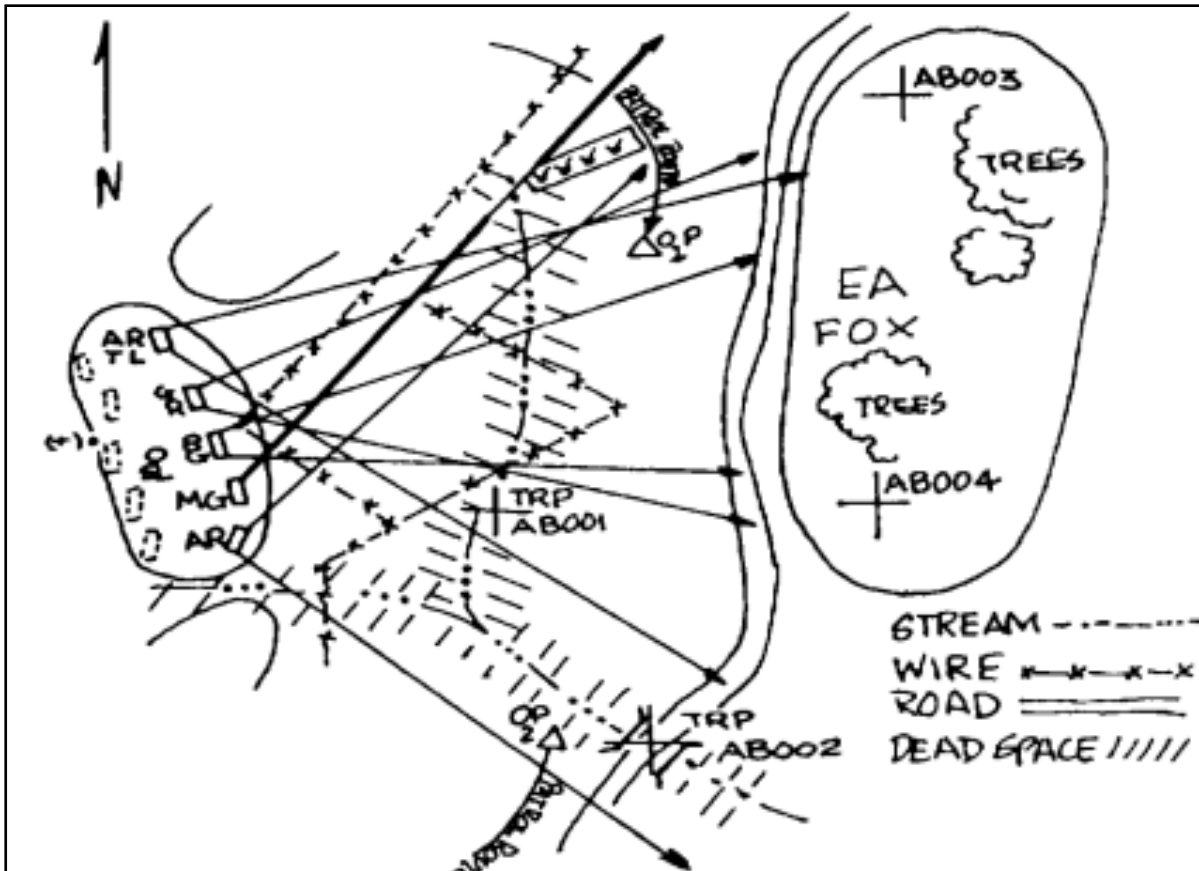
EACH CIRCLE EQUALS _____ METERS

NO.	DIRECTION/ DEFLECTION	ELEVATION	RANGE	AMMO	DESCRIPTION

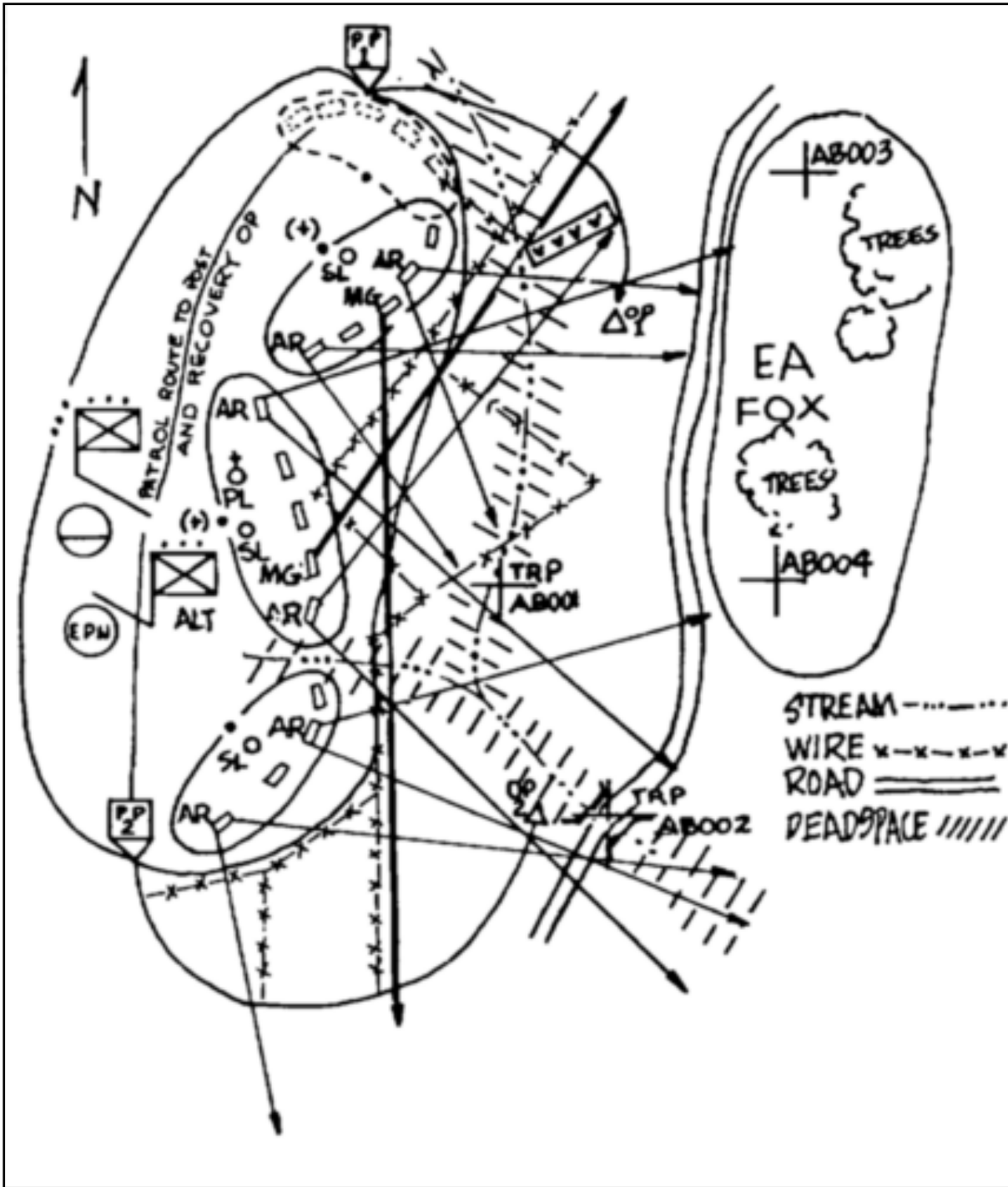
REMARKS: _____

2. SECTOR SKETCHES

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



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



SECTION III - MOVEMENT

1. MOVEMENT

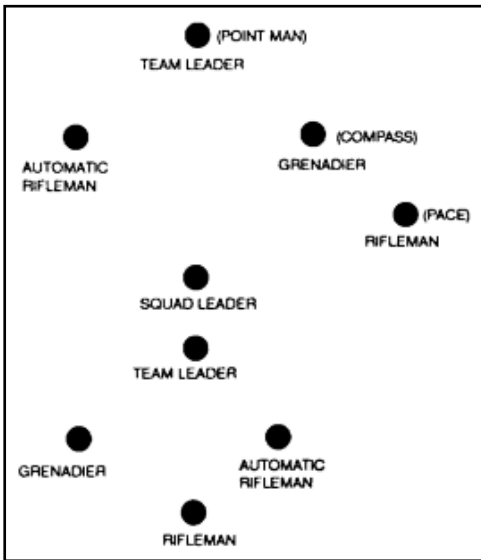
a. **Formation** - Leaders choose the formation based on their analysis of METT-TC and likelihood of enemy contact.

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

(a) **Wedge** - This is the basic fire team formation; it will be used unless modified because of terrain, dense vegetation, terrain or mission.

(b) **File** - Used in close terrain, dense vegetation, limited visibility.

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

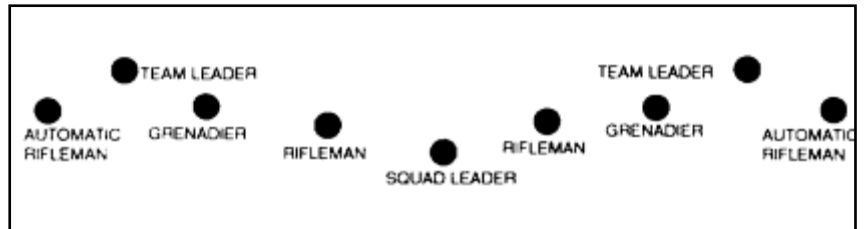
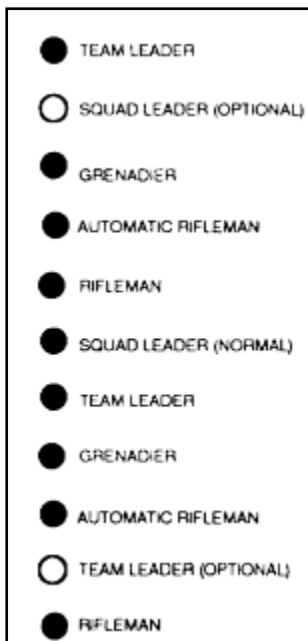


(a) **Column** –

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

(b) **Line** –

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



(c) **File** –

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

- (3) **Platoon formations** - METT-TC will determine where crew-served weapons move in the formation. They normally move with the platoon leader so he can quickly establish a base of fire.
 - (a) **Column** - Primary platoon formation, used unless METT-TC dictates otherwise.
 - (b) **Platoon line, squads on line** - Used when the platoon leader wants all soldiers on line for maximum firepower forward. Used when the enemy situation is known.
 - (c) **Platoon line, squads in column** - Used when the platoon leader does not want everyone forward, but wants to be prepared for contact such as near the objective.
 - (d) **Platoon Vee** - Used when enemy situation is vague, but contact is expected to the front.
 - (e) **Platoon wedge** - Used when enemy situation is vague and contact is not expected.
 - (f) **Platoon file** - Used when visibility is poor due to terrain or light.

- b. **Movement Techniques** - Leaders choose a movement technique based on their mission analysis of METT-TC and likelihood of enemy contact.
 - (1) **Traveling** - Used when contact is not likely and speed is important.
 - (2) **Traveling overwatch** - Used when contact is possible but speed is important.
 - (3) **Bounding overwatch** - Used when contact is likely or imminent and speed is not important.

- c. **Foot Marches.** When moving along a road in a relatively secure area, the platoon will move with one file on each side of the road. Fire teams are not split up. There will be 3 to 5 meters between soldiers and 25 to 50 meters between platoons.
 - (1) The normal rate of marching for an 8-hour march is 4 mph. The interval and rate of marching depends on the length of the march, time allowed, likelihood of enemy contact, terrain and weather, condition of the soldiers, and the weight of the soldiers' load.
 - (2) A 15-minute rest will be conducted at the end of the first 45 minutes of a road march. During this halt, the PLT Medic and squad leaders will check the soldiers' feet and report the physical condition of the soldiers to the platoon leader and platoon sergeant. Thereafter, a 10-minute rest is conducted every 50 minutes.

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

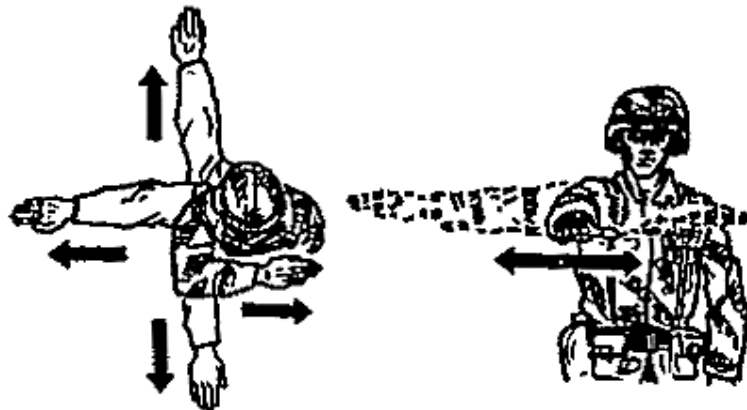
SECTION IV - COMMUNICATION

1. **GENERAL** - The three primary means of communication available to the infantry platoon are radio, wire, and messenger. Normally, the platoon uses one or all of these during an operation. Additionally, the platoon leader plans an alternate means of communication in case the primary means fails.
 - a. **Radio** - Radio is the least secure means of communication. Radio is susceptible to interception and jamming. Proper radio procedures must be used to reduce the enemy's opportunity to hamper radio communications.
 - (1) **Radio procedures:**
 - (a) Change frequencies and call signs IAW unit SOI (Signal Operating Instructions)
 - (b) Use established formats to expedite transmissions such as SALUTE
 - b. **Messenger** - Messenger is the most secure means of communications. Messengers should vary their routes and schedules. Platoon leaders weigh the risk associated with using messengers. Although secure, messengers are the slowest form of communication.

2. CODE WORDS AND SIGNALS

- a. **Code Words** - Code words are used for a multitude of reasons:
 - (1) To speed up communications
 - (2) Add a degree of security
 - (3) Help with command and control
 - (4) Code words are usually established during tactical operations for (but not limited to) objectives, phase lines, check points, link ups, and so forth.
- b. **Signals** - Signals can be used in many forms on any operation. Signals are usually either audio or visual. The key to the use of signals is ensuring **everyone** is aware of the signal and it's meaning, (See FM 21-60 extracts below, figure numbers correspond directly to FM 21-60)

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



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



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

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



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

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



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



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

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



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

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



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



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



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

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



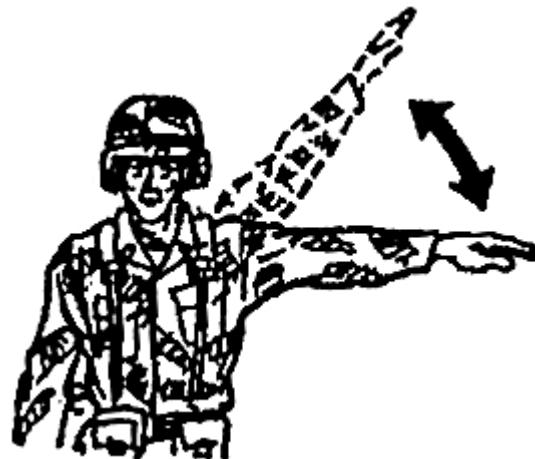
- (16) **TRAVELING** – Extend the arm overhead and swing it in a circle from the shoulder. (Figure 2-46)



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



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



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



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



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



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

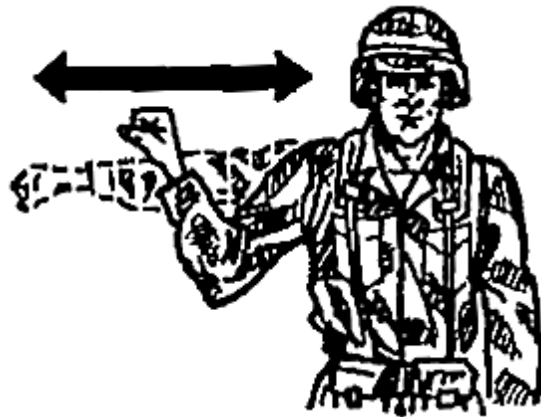


(23) **ACTION LEFT** – Extend both arms parallel to the ground. Raise the right arm until it is overhead. Repeat. (Figure 2-53)



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

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



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



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

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



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



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

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



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

SECTION V - REPORTS

1. **SALUTE** –
 - a. Size
 - b. Activity
 - c. Location
 - d. Unit/uniform
 - e. Time
 - f. Equipment
2. **SITREP** - (situation report) given IAW OPORD
3. **ACE** - normally, team leaders give ACE reports to the squad leader and the squad leaders give them to the platoon sergeant after contact with the enemy
 - a. Ammunition
 - b. Casualty
 - c. Equipment
4. **Logistics** - team leaders and squad leaders report twice daily up the chain of command
5. **Sensitive item** - status reported by team leaders and squad leaders up the chain of command twice daily
6. **Personnel status** - team leaders and squad leaders report twice daily. Normally, reports are given at stand-to and before nightfall.
7. **AAR** - After Action Report
 - a. **Key Points** –
 - (1) Are conducted during or immediately after each event.
 - (2) Focus on intended training objectives.
 - (3) Focus on soldier, leader, and unit performance.
 - (4) Involve all participants in the discussion.
 - (5) Use open-ended questions.
 - (6) Are related to specific standards.
 - (7) Determine strengths and weaknesses.
 - (8) Link performance to subsequent training.
 - b. **Format**
 - (1) Introduction and rules.
 - (2) Review of training objectives.
 - (3) Commander's mission and intent (what was supposed to happen).
 - (4) Opposing force (OPFOR) commander's mission and intent (when appropriate).
 - (5) Relevant doctrine and tactics, techniques, and procedures (TTPs).
 - (6) Summary of recent events (what happened).
 - (7) Discussion of key issues (why it happened and how to improve).
 - (8) Discussion of optional issues.
 - (9) Discussion of force protection issues (discussed throughout).
 - (10) Closing comments (summary).

SECTION VI – WEAPONS HANDLING

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

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

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

CHAPTER 4 – PATROLLING

SECTION I – PLANNING

1. ORGANIZATION:

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

2. INITIAL PLANNING and COORDINATION:

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

3. COMPLETION OF THE PLAN:

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

4. DEPARTURE FROM FRIENDLY LINES

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

- (6) Friendly unit fire plan
- (7) Support the unit can provide (fire support, litter teams, guides, communications, and reaction force)
- b. Planning
 - (1) Making contact with friendly guides at the contact point
 - (2) Moving to a coordinated initial rally point just inside friendly lines
 - (3) Completing final coordination
 - (4) Moving to and through the passage point
 - (5) Establishing a security-listening halt beyond the friendly unit's final protective fires

5. **RALLY POINTS**

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

SECTION II – TYPES OF PATROLS

1. RECONNAISSANCE PATROL

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

2. COMBAT PATROL

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

SECTION III – ASSEMBLY AREAS, PATROL BASES, AND LINKUP

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

2. **PATROL BASE**** – is a position set up when a squad or platoon conducting a patrol halts for an extended period. Patrol bases should be occupied no longer than 24 hours, except in an emergency. The platoon or squad never uses the same patrol base twice. Platoons and squads use patrol bases –
 - a. To stop all movement to avoid detection.
 - b. To hide during a long, detailed reconnaissance of an objective area.
 - c. To eat, clean weapons and equipment, and rest.
 - d. To plan and issue orders.
 - e. To reorganize after infiltrating an enemy area.
 - f. To have a base from which to conduct several consecutive or concurrent operations such as ambush, raid, reconnaissance, or security.
3. **LINKUP***** - A linkup is a meeting of friendly ground forces. Linkups depend on control, detailed planning, and stealth. Linkup procedure begins as the unit moves to the linkup point. The steps of this procedure are:
 - a. If using radio communications, the platoon reports its location using phase lines, checkpoints, or other control measures.
 - b. The first squad at the site stops and sets up a linkup rally point about 300 meters from the linkup point.
 - c. The first squad sends a security team to find the exact location of the linkup point.
 - d. The security team clears the immediate area around the linkup point. It then marks the linkup point with the coordinated recognition signal. The team moves to a covered and concealed position and observes the linkup point and immediate area around it.
 - e. The next unit approaching the site repeats steps one through three when its security team arrives at the site and spots the coordinated linkup point recognition signal, it gives the far recognition signal.
 - f. The first security team responds, and the second team advances to the first team's location. The teams exchange near recognition signals.
 - g. If entire units must link up, the second team returns to its unit's rally point and brings the unit forward to the linkup point. The first security team guides the entire second unit to the linkup rally point. Both teams are integrated into the security perimeter.
 - h. When more than two units use the same linkup point, the first unit leaves a security team at the linkup point. They repeat the linkup procedure as other units arrive.

SECTION IV – PRINCIPLES OF URBAN MOVEMENT

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

1. **Security:** Just as with patrolling, operations in urban terrain require 360 degree security. Move importantly, you must take into account the 3-D aspect of the urban environment (i.e. sewers, rooftops, etc.)
2. **Coordinated Fires and Movement:** Individuals and fire teams must coordinate their fire and movement to maintain security, avoid fratricide, and provide mutual support.
3. **Communications:** As with any military operation, communications between maneuvering elements is vital. Units must be familiar with verbal, non-verbal, and radio communication procedures.
4. **Cover and Concealment:** Cover & concealment must be used whenever possible to protect and hide the movement and activities of the fire team. Consider using all 3 dimensions (sewers, upper floors, etc.). Remember, while smoke may conceal your movements it also shows the enemy your general location and also obstructs your view of the enemy.
5. **Speed:** Both unit and individual actions need to be practiced until they become second nature. Movement must be quick, but deliberate. When moving along a wall, stay at approximately 1 meter away from the wall as human tendency is to fire along the line of the wall.
6. **Momentum:** Continual movement of the assault force is the key to mission success. Halting action only gives the opposition time to regroup or react.
7. **Violence of Action:** Violence of action is essential to quickly neutralize an opposing element.

SECTION V – REACT TO IED and UXO

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

Step 1. Clear Leave the immediate area: detonation may be imminent, secondary devices may be present.

Step 2. Cordon Establish a perimeter (100m small device up to van-size/ 2000m water truck or semi)

Step 3. Control Maintain visual (Binoculars/scopes) observation to ensure no one tampers with the device; maintain security.

Step 4. Call EOD Immediately or contact your supporting EOD to respond (9 – line IED/UXO Spot Report)

Notes: Drivers that can't stop quickly enough, <100 meters from device should speed up and move through the danger zone as quickly as possible.

Drivers that can stop quick enough, >100 meters, should immediately back away (300 meters)

2. **IED/UXO Report**

Line 1. Date-Time Group (DTG): DTG Item was discovered.

Line 2. Reporting Activity (unit identification code (UIC) and location (grid of UXO).

Line 3. Contact Method: Radio frequency, call sign, point of contact (POC), and telephone number.

Line 4. Type of Ordinance: Dropped, projected, placed, or thrown. If known, give the size of the hazard area and number of items. Without touching, disturbing, or approaching (tripwire) the item, include details about size, shape, color and condition (intact or leaking).

Line 5. NBC Contamination: If present, be as specific as possible.

Line 6. Resources Threatened: Report any threatened equipment, facilities, or other assets.

Line 7. Impact on Mission: Provide a short description of your current tactical situation and how the presence of the UXO affects your status.

Line 8. Protective Measures: Describe any measures taken to protect personnel and equipment.

Line 9. Recommended Priority: Recommend a priority for response by EOD technicians or engineers.

- (1) Immediate: Stops unit's maneuver and mission capability or threatens critical assets vital to the mission.
- (2) Indirect: Slows the unit's maneuver and mission capability or threatens critical assets important to the mission.
- (3) Minor: Reduces the unit's maneuver and mission capability or threatens non-critical assets of value.
- (4) No Threat: Has little or no effect on the unit's capabilities or assets.

CHAPTER 5 – QUICK REFERENCES

SECTION I – FORCE SUSTAINMENT

1. CARRIED OR WORN
 - a. ACU (COMPLETE) (1)
 - b. HELMET, KEVLAR OR MICH (1)
 - c. ID TAGS W/MED TAGS (If required)
 - d. LBE, TO INCLUDE:
 - (1) AMMO POUCH (2) W/ MAGAZINES (4)
 - (2) 1 QT CANTEEN W/COVER (2)
 - (3) CANTEEN CUP (1) Inside left canteen cover
 - (4) FIRST-AID CASE W/DRESSING (1) Front left of pistol belt
 - (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) LENSATIC COMPASS W/CASE (1) Front right of pistol belt
 - (7) EARPLUG CASE W/EARPLUGS (1) Inside pocket of left canteen cover
 - (8) CAMO STICK/COMPACT (1) Inside left ammo pouch
 - e. TACSOP (1) Right cargo pocket
 - f. M-16 RIFLE W/BLANK ADAPTER Blank adapter inside left ammo pouch when not on weapon
 - g. MAP AND PROTRACTOR Right cargo pocket
 - h. NOTEBOOK W/PEN & PENCIL Left cargo pocket
 - i. KNEE & ELBOW PADS (METT-TC)
 - j. GLOVES, LEATHER BLACK W/WOOL INSERTS (1PR) (METT-TC)
 - k. EYE PROTECTION (METT-TC)
2. RUCK SACK
 - a. BAG, WATERPROOF (1) INSIDE:
 - (1) ACU TOP & BOTTOM (1)
 - (2) UNDERSHIRT (4)
 - (3) UNDERWEAR (4)
 - (4) SOCKS (4 PR)
 - (5) COLD WEATHER TOP
 - (6) COLD WEATHER BOTTOM
 - (7) PERSONAL HYGIENE KIT
 - b. PONCHO (1) Center outside pocket of rucksack
 - c. PARKA W/W (1) Right outside pocket of rucksack
 - d. TROUSERS W/W (1) Right outside pocket of rucksack
 - e. RIFLE CLEANING KIT (1) Inside radio compartment of rucksack
 - f. 550 CORD In top flap of rucksack
 - g. PATROL CAP (1) In top flap of rucksack
 - h. TERRAIN MODEL KIT In top flap of rucksack
 - i. TACTICAL BUNGEE CORDS (4) In top flap of rucksack
 - j. MREs (2) Broken down in left outside pocket of rucksack
 - k. SUNSCREEN In Ziploc bag, in center small magazine pouch, outside of rucksack
 - l. TRASH BAGS (2) In center small magazine pouch, outside of rucksack
 - m. INSECT REPELLENT In Ziploc bag, in left small magazine pouch, outside of rucksack
 - n. FOOT POWDER In Ziploc bag, in right small magazine pouch, outside of rucksack
 - o. 2 QT CANTEEN W/COVER (1) Top right of rucksack
 - p. MAT, SLEEPING (1) Secured on top of rucksack
 - q. BAG, WATERPROOF (1) INSIDE:
 - (1) BLACK STUFF SACK (1)
 - (2) BIVY COVER (1)
 - (3) GREEN PATROL BAG (1)
 - (4) PONCHO LINER (1)
 - r. REFLECTIVE BELT (1) Secured around outside of rucksack (METT-TC)

3. DUFFLE BAG *

a. BAG, WATERPROOF (1) INSIDE:

- (1) BOOTS, COMBAT DESERT (1PR) (Army issue IAW AR 670-1/Non-cold weather)
- (2) ACU TOP & BOTTOM (2)
- (3) SOCKS (5 PR)
- (4) UNDERSHIRT (4)
- (5) UNDERWEAR (4)
- (6) COAT, COLD WEATHER GORTEX (1)

* 1 DUFFLE BAG PER TWO CADETS. EACH CADET WILL PLACE HIS/HER ITEMS IN A WATERPROOF BAG IOT MAINTAIN ACCOUNTABILITY OF INDIVIDUAL EQUIPMENT

** Note: Any modifications or exceptions to the packing list must be approved by the CoC or CoC SGM. Any inclement weather modifications to the uniform are at the discretion of the RTO.

1. **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.
2. **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.
3. **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.
4. **PERSONNEL**
 - a. **Strength Reports.** The platoon's strength is reported at least twice daily on a secure net or land line from the platoon battle roster.
 - b. **EPWs and Civilian Internees and Detainees.** All EPWs and civilians are handled IAW with the Law of Land Warfare.

SECTION II – LEADERSHIP DIMENSIONS

1. ARMY VALUES:

- a. **LOYALTY (LO):** bears true faith and allegiance to the Constitution, Army, units and soldiers
- b. **DUTY (DU):** fulfills professional, legal and moral obligations
- c. **RESPECT (RE):** promotes dignity, consideration, fairness and EO
- d. **SELFLESS SERVICE (SS):** places Army priorities before self
- e. **HONOR (HO):** adheres to ARMY'S CODE OF VALUES
- f. **INTEGRITY (IT):** exhibits high personal moral standards
- g. **PERSONAL COURAGE (PC):** manifests physical and moral courage

2. LEADERSHIP DIMENSIONS

- a. **ATTRIBUTES:** Fundamental qualities and characteristics
 - (1) **MENTAL (ME):** possess desire, will, initiative, and discipline
 - (2) **PHYSICAL (PH):** maintains appropriate level of physical fitness and military bearing
 - (3) **EMOTIONAL (EM):** displays self control; calm under pressure
- b. **SKILLS:** Skill development is part of self-development; prerequisite to action
 - (1) **CONCEPTUAL (CN):** demonstrates sound judgment, critical/creative thinking, moral reasoning
 - (2) **INTERPERSONAL (IP):** shows skill with people: coaching, teaching, counseling, motivating, and empowering
 - (3) **TECHNICAL (TE):** possess the necessary expertise to accomplish all tasks and functions
 - (4) **TACTICAL (TA):** demonstrates proficiency in required professional knowledge, judgment, and warfighting
- c. **INFLUENCING ACTIONS:** method of reaching goals while operating/improving
 - (1) **COMMUNICATE (CO):** displays good oral, writing, and listening skills for individuals/groups
 - (2) **DECISION MAKING (DM):** employs sound judgment, logical reasoning, and uses resources wisely
 - (3) **MOTIVATING (MO):** inspires, motivates, and guides others toward mission accomplish
- d. **OPERATING ACTIONS:** short-term mission accomplishment
 - (1) **PLANNING (PL):** develops detailed executable plans that are feasible, acceptable, and executable
 - (2) **EXECUTING (EX):** shows tactical proficiency, meets mission standards, and takes care of people resources
 - (3) **ASSESSING (AS):** uses after action and evaluation tools to facilitate consistent improvement
- e. **IMPROVING ACTIONS:** long-term improvement in the Army its people and organizations
 - (1) **DEVELOPING (DE):** invests adequate time and effort to develop individual subordinates
 - (2) **BUILDING (BD):** spends time and resources improving individuals, teams, groups, and units: fosters ethical climate
 - (3) **LEARNING (LR):** seeks self-improvement and organizational growth: envisioning, adapting, and leading change

SECTION III – INFANTRY PLATOON WEAPONS GUIDE

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

Weapon	M9 PISTOL	M16A2	M249 SAW	M203	M60	M240B
Weight (lbs)	2.6	8.7	15.5	11	23	27.6
Length (in)	8.5	39	41.1	39	43	49
Max Rng (m)	1800	3600	3600	400	3750	3725
Arming Rng (m)	n/a	n/a	n/a	14	n/a	n/a
Min Safe Rng (m)	n/a	n/a	n/a	31	n/a	n/a
Effective Rng (m)						
Area	n/a	800	800	350	1100	1100
Point	50	580	600	160	600	800
Moving	n/a	200	n/a	n/a	n/a	n/a
Rate of Fire (rpm)						
Cyclic	n/a	700-800	800	n/a	550	650-950
Rapid	n/a	n/a	200*	35	200*	200*
Sustained	60	16	85	35	100	100
Ammunition	Ball	Ball, 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						

Table 1. Organic Weapons

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

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

Table 2. Supporting Weapons

Caliber	60-mm	81-mm	81-mm (improved)	107-mm	120-mm	105-mm	105-mm	155-mm
	M224	M29A1	M252	M30	M285	M102	M119	M198
Max Rng (HE)(m)	3,490	4,595	5,608	6,840	7,200	11,500	14,000	18,100
Planning Rng (m)						11,500	11,500	14,600
Projectile Model	HE,WP, ILLUM,	HE,WP, ILLUM,	HE,WP, ILLUM, RP	HE,WP, ILLUM,	HE,SMK, ILLUM,	HE,WP, ILLUM, HEP-T, APICM, CHEM, APERS, RAP	HE M760 ILLUM, HEP-T, APICM, CHEM, RAP	HE,WP, ILLUM, SMK, CHEM, NUC, RAP, FASCAM CPHD, AP/DPIC
Max Rate of Fire	30 RPM FOR 1 MIN	30 RPM FOR 1 MIN	30 RPM FOR 2 MIN	18 RPM FOR 1 MIN	15 RPM FOR 3 MIN	10 RPM FOR 1 MIN	10 RPM FOR 1 MIN	4 RPM FOR 1 MIN
Sustained Rate of Fire (rd/min)	20	8	15	3	5	3	3	2
Min Range (m)	70	70	83	770	180		DIRECT FIRE	
Fuses	MO	PD, VT, TIME, DLY	PD, VT, TIME, DLY	PD, VT, TIME, DLY	MO	PD, VT, MT, MTSQ, CP, DLY	PD, VT, MTSQ, CP, MT, DLY	PD, VT, CP, MT, MTSQ, DLY
LEGEND: AP - Armor Piercing APERS – Antipersonnel APICM - Antipersonnel Improved Conventional Mun CHEM – Chemical CP - Concrete Piercing CPHD – Copperhead DLY – Delay DPICM - Dual Purpose Improved Conventional Mun FASCAM - Family of Scatterable Mines HE - High Explosive HEP-T - High Explosive Plastic Tracer ILLUM – Illumination MIN – Minute MO – Multi-option - VT, PD, DLY MT - Mechanical Time MTSQ - Mechanical Time Super Quick NUC - Nuclear PD - Point Detonating RAP - Rocket Assisted Projectile RP - Red Phosphorous RPM - Rounds per minute SMK - Smoke TIME - Adjustable Time Delay VT - Variable Time WP - White Phosphorous								

Table 3. Fire Support

SECTION IV – LAND NAVIGATION

1. Back Azimuth
 - a. Greater than 180 degrees subtract 180
 - b. Less than 180 degrees add 180

2. G-M Angle Conversion
 - a. Westerly G-M Angle
 - (1) Grid to Magnetic - Add G-M Angle
 - (2) Magnetic to Grid - Subtract G-M Angle
 - b. Easterly G-M Angle
 - (1) Grid to Magnetic - Subtract G-M Angle
 - (2) Magnetic to Grid - Add G-M Angle

3. INTERSECTION: To Locate an Unknown Point
 - a. Orient Map Using Compass
 - b. Locate and Mark Your Position on the Map
 - c. Determine Magnetic Azimuth From Your Position to Unknown Point Using Compass
 - d. Convert the Magnetic Azimuth to a Grid Azimuth
 - e. Plot the Grid Azimuth From Your Position in the Direction of the Unknown Point
 - f. Move to a Second Known Position and Repeat Steps c, d, e.
 - g. The Unknown Point is Where the Lines Intersect on the Map

4. RESECTION: To Locate Your Own Position
 - a. Orient Map Using Compass
 - b. Locate two Known Points on the Ground and Mark Them on Your Map
 - c. Measure the Magnetic Azimuth to one of the Known Locations
 - d. Convert the Magnetic Azimuth to a Grid Azimuth
 - e. Convert the Grid Azimuth to a Back Azimuth
 - f. Use a Protractor to Plot the Azimuth and Draw a Line From the Known Point to Your Location
 - g. Repeat Steps c, d, e, f For the Second Known Point
 - h. Your Location is Where the Lines Cross

SECTION V – TRAINING SAFETY

1. TRAINING SAFETY LIST

- a. Incorporate the buddy system into all training and other events. Ensure buddy teams understand the importance of individual safety overwatch. (e.g. recognition and first aid for heat/cold injuries)
- b. Designate safety officers to assist in the planning and execution of training.
- c. Use training SOPs that include the use of the Risk Assessment Management Program (RAMP). Continuously update them.
- d. Check appropriate qualifications for instructors, trainers, drivers, lifeguards, etc.
- e. Require special or preliminary training prior to engaging in medium or high risk training. (e.g. PMI)
- f. Establish/enforce appropriate uniform and equipment requirements and prohibitions
- g. Make known the dangers inherent in a training event (risks associated with terrain, off - limits areas, weather, animals, vegetation, water, vehicles, equipment, weapons, ammunition and pyrotechnics.)
- h. Make known the location and responsibilities of safety personnel
- i. Make known the location/use of safety equipment/materials.
- j. Make known the type of medical support, evacuation plans and medical facility to be used if evacuation is needed. Make known emergency radio frequencies/call-signs and telephone numbers.
- k. Conduct safety briefings for all participants prior to and during training as needed.
- l. Establish reporting procedures for unsafe acts/conditions and accidents.
- m. Integrate sensitive items (weapons, night vision equipment, COMSEC, etc.) in RAMP and incorporate appropriate operational and security safeguards.

2. HAZARD REPORTING

- a. All soldiers and cadets will correct identified hazards if they are capable of doing so without endangering themselves or others.
- b. Where soldiers and cadets cannot correct a hazard, they will report informally to their supervisors or to the regiment/committee Safety Coordinator. Such reports may also be submitted directly to the Warrior Forge Safety Office or other appropriate points with in the command.
- c. A formal method of reporting of unsafe or unhealthy working conditions is the completion of DA Form 4755 (Employee Report of Alleged Unsafe or Unhealthy Working Conditions). Normally reports will be signed. However, anonymous reports will be investigated in the same manner as those signed. Submission may be made directly to the Warrior Forge Safety Office or through supervisory and command channels.
- d. All hazard reports will be investigated, and the originator (if known) will be notified in writing within 10 working days of receipt of the report. Notification will include the results of the investigation or an interim response of actions taken or anticipated.
- e. If investigation determines that a hazardous condition does not exist, the reply to the soldier will include the basis for that determination and a point of contact for further explanation.
- f. Hazard Reporting Appeal Process. Appeals may be submitted through the Warrior Forge Safety Office.

SECTION VI - CASUALTY FEEDER REPORT EXAMPLE

CASUALTY FEEDER REPORT (AR 600-10)		CONTROL NO.	CHECK APPLICABLE BOX <input checked="" type="checkbox"/> HOSTILE ACTION <input type="checkbox"/> NON-HOSTILE ACTION
1. LAST NAME - FIRST NAME - MIDDLE INITIAL RAMIREZ, RICHARD			
2. SERVICE NO. 000-00-0000	3. GRADE E5	4. HOUR AND DATE OF INCIDENT 202200 Z OCT 89	
5. UNIT 1ST PLT B Co 5-87INF	6. GEOGRAPHICAL LOCATION (nearby town) AND GRID COORDINATES BAMBERG		
7. TYPE OF CASUALTY (Check applicable box(es))			
<input type="checkbox"/> KILLED IN ACTION	<input type="checkbox"/> MISSING IN ACTION	<input checked="" type="checkbox"/> WOUNDED OR INJURED IN ACTION	
<input type="checkbox"/> DIED OF WOUNDS OR INJURIES	<input type="checkbox"/> CAPTURED	<input type="checkbox"/> LIGHTLY WOUNDED OR INJURED IN ACTION *	
<input type="checkbox"/> DIED NOT AS RESULT OF HOSTILE ACTION	<input type="checkbox"/> DETAINED	<input type="checkbox"/> SERIOUSLY WOUNDED OR INJURED IN ACTION *	
BODY RECOVERED <input type="checkbox"/> YES <input type="checkbox"/> NO	<input type="checkbox"/> INTERNED	<input type="checkbox"/> SERIOUSLY INJURED NOT AS RESULT OF HOSTILE ACTION	
BODY IDENTIFIED <input type="checkbox"/> YES <input type="checkbox"/> NO	<input type="checkbox"/> MISSING	<input type="checkbox"/> LIGHTLY INJURED NOT AS RESULT OF HOSTILE ACTION	
EVACUATED TO BN AID STATION			
* To be indicated by medical personnel only.			
DA FORM 1156, 1 Jun 66		REPLACES EDITION OF 1 MAY 61, WHICH WILL BE ISSUED AND USED UNTIL EXHAUSTED.	
8. WITNESSES WHO SAW INCIDENT OR IDENTIFIED REMAINS (Name, grade, service number and unit) JEFF RHEINWALD E6 000-00-0000, SGT PLT, 7-6INF JIMBO KELLER E4 000-00-0000, SGT PLT, 7-6INF			
9. REMARKS (Additional circumstances, any religious ministrations performed, etc.)			
10. FOR USE BY C.O. OR MED OFF (only for casualties not the result of hostile action)		AUTHENTICATED BY (CO or Med Off)	VERIFIED BY (Pers Off)
LINE OF DUTY: <input type="checkbox"/> YES <input type="checkbox"/> NO <input type="checkbox"/> UNDETM			
UNIT 1ST PLT B Co, 5-87 INF	GRADE E7	SERVICE NO. 000-00-0000	
DATE 20 OCT 89	SIGNATURE OF PERSON PREPARING REPORT <i>Robert Carlos Kinklighter III</i>		

SECTION VII - FIRE SUPPORT

1. **TARGETING** - During mission planning, the platoon leader makes adjustments to the company's indirect fire support plan. Possible targets include—
 - a. Known or suspected enemy locations not targeted by higher.
 - b. Dead space not covered by organic weapons.
 - c. Gaps between adjacent units not targeted by higher.
 - d. Likely mounted and dismounted avenues of approach and withdrawal.
 - e. Key terrain or obstacles not targeted by higher.

2. **FIRE SUPPORT IN THE OFFENSE TARGETS:**
 - a. In front of and on the objective to support the platoon's approach, deployment, and assault during the attack.
 - b. Beyond the objective to support the platoons consolidation and reorganization after the attack.
 - c. All known or suspected enemy positions.
 - d. Likely enemy withdrawal and counterattack routes.
 - e. Key terrain features throughout the platoon area of operations.
 - f. Smoke is planned to obscure the platoon's movement through or across danger areas.

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

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

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

SECTION VIII – MEDEVAC

Line 1 - Location of the pick-up site.

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

Line 3 - Number of 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 (approach with caution)
 - E - Enemy troops in area (approach with caution)
 - X - Enemy troops in area (armed escort required)
- * in peacetime - number and types of wounds, injuries, and illnesses

Line 7 - Method of marking pick-up site:

- A - Panels
- B - Pyrotechnic signal
- C - Smoke signal
- D - None
- E - Other

Line 8 - 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

CHAPTER 6 UNIFORM AND EQUIPMENT STANDARDS

- Helmet chin strap worn under chin
- Eyepro METT-TC dep
- LBE pistol belt will be worn at waist level top of hipbones
- Canteens worn at hip to allow for wear of ruck
- Knee & Elbow pads worn properly not around ankles or wrists
- ACU trousers will be bloused at all times

Note: Any modifications or exceptions to packing list must be approved by the CoC or CoC SGM. Any inclement weather modifications to uniform at RTO discretion (i.e. wet bulb index CAT I-V).



FLASHLIGHT

**Compass
w/case**

Left Ammo Pouch:

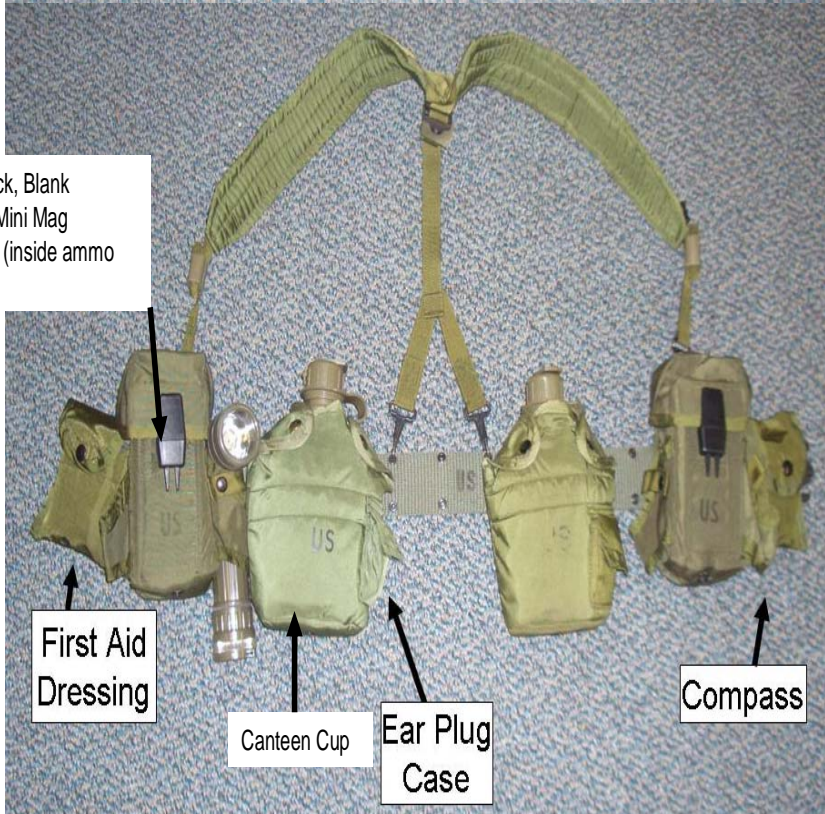
- Camo Stick/Compact
- Blank Adapter

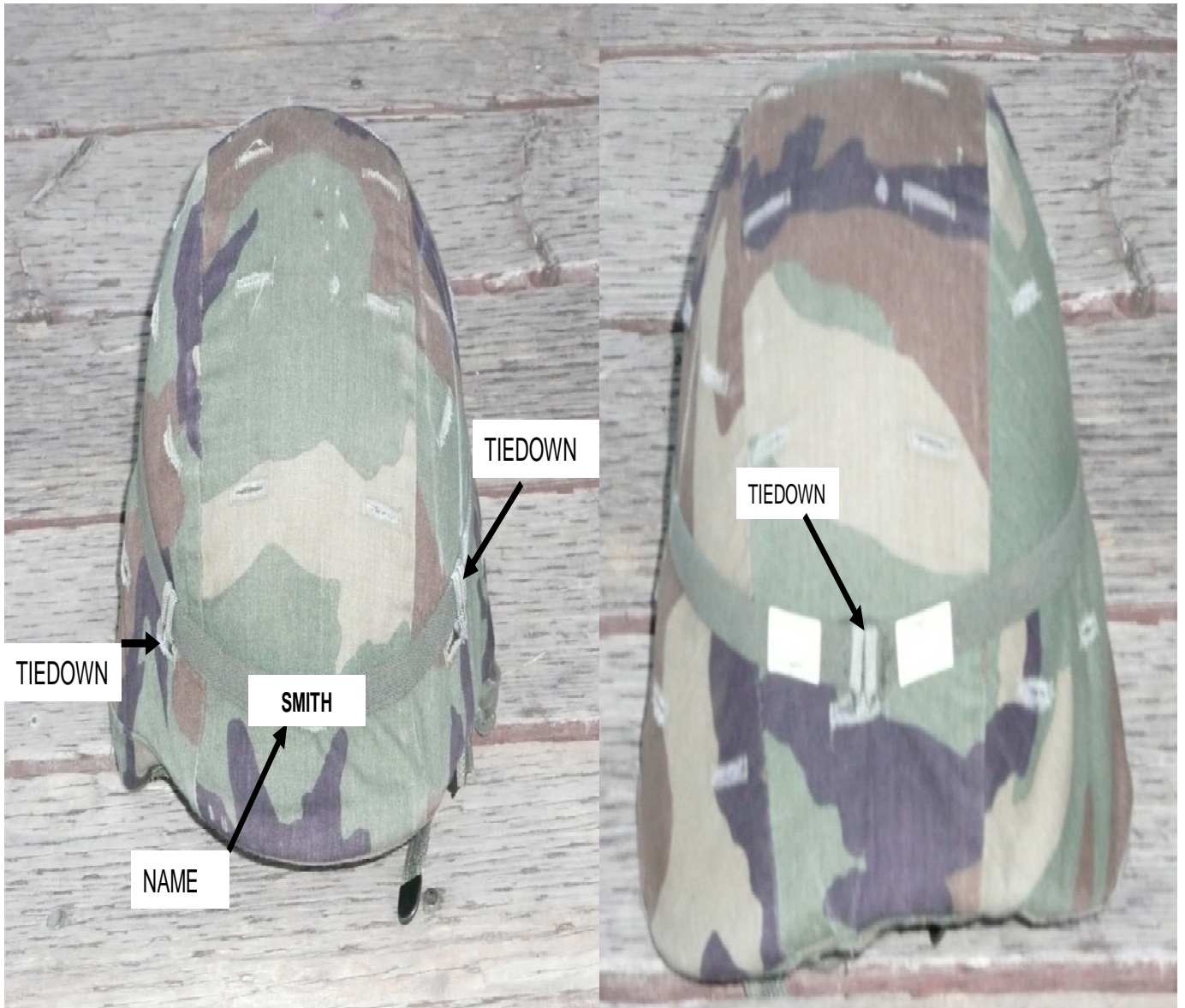
**Right Cargo:
TACSOP, Map
& Protractor**

**Left Cargo:
Notebook,
Pen, and
Pencil**

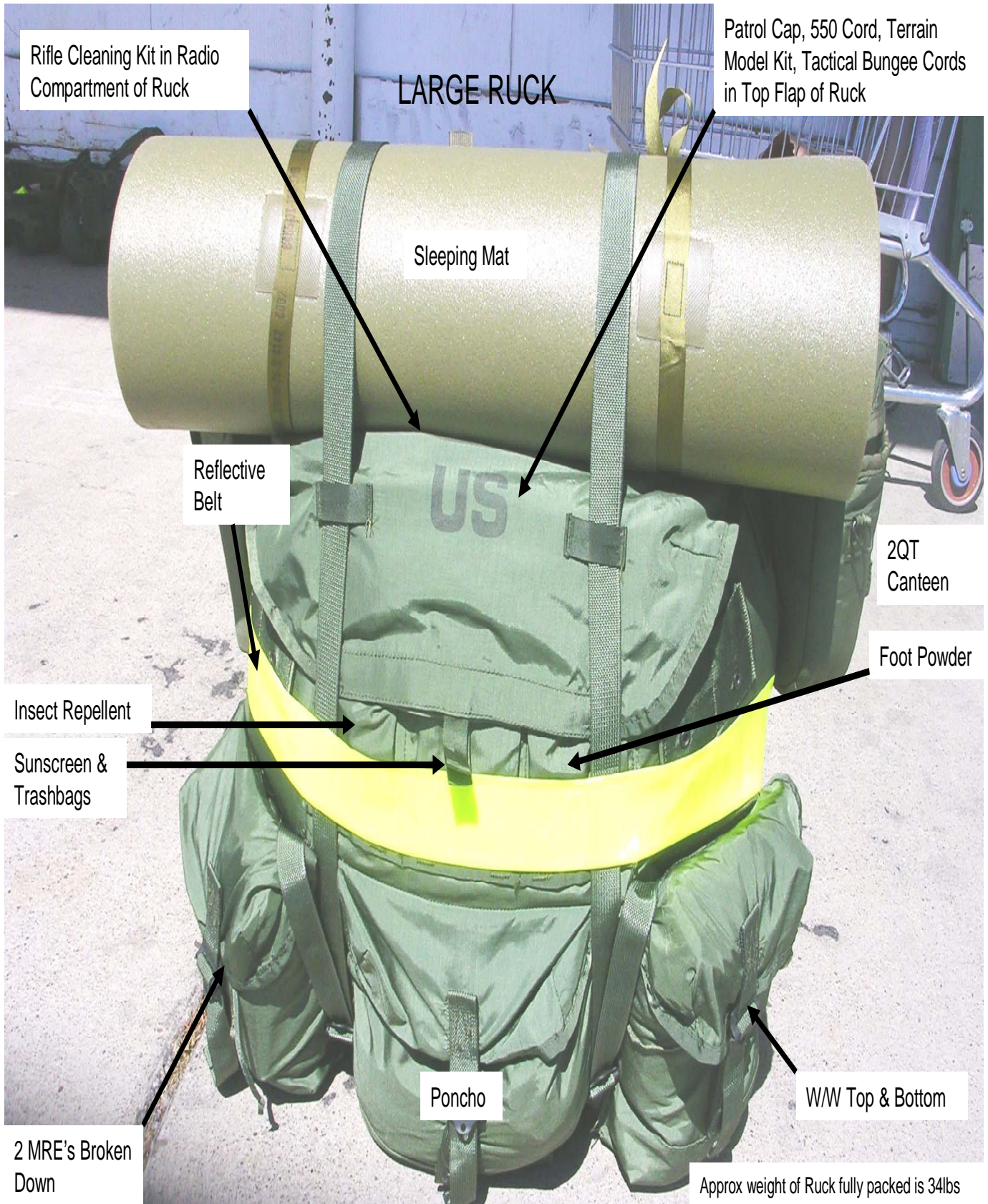


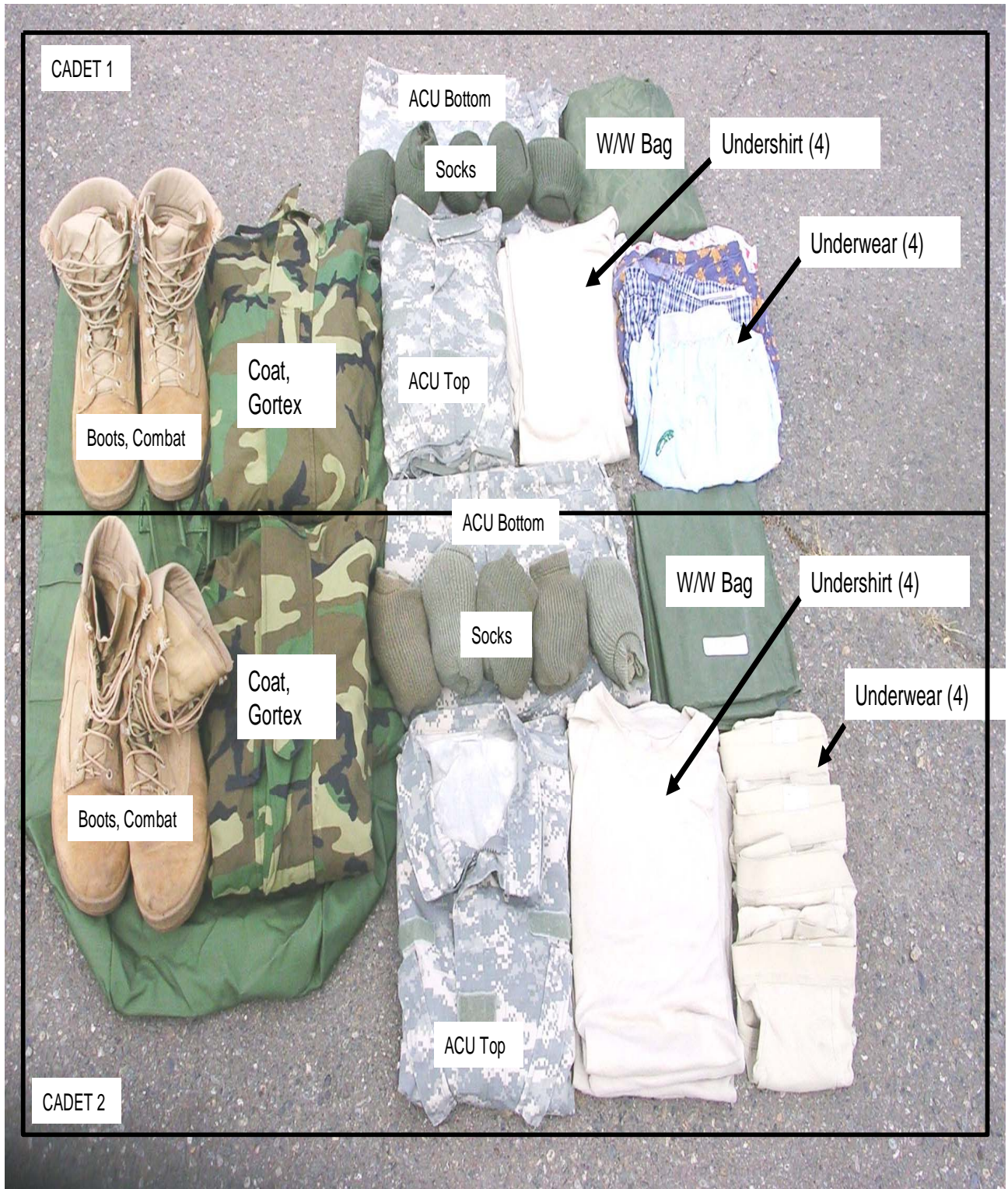
Camo Stick, Blank Adapter, Mini Mag Flashlight (inside ammo pouch)











Proper Application of Face Paint

