

UNIVERSITY OF WYOMING ARMY ROTC



CADET TACSOP

March 2020 Edition

Additional Resources:

ATP 3-21.8, Infantry Platoon and Squad

TC 3-21.76, Ranger Handbook

FM 3-22.9, Rifle Marksmanship

FM 3-22.68, Crew Served Machine Guns

FM 3-25.26 Map Reading and Land Navigation

TC 4-02.1 First Aid

STP 21-1 SMCT, Warrior Skills Level 1

ADP 1-02, Operational Terms and Military Symbols

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Leadership Laboratory

Leadership Laboratory, commonly referred to as “lab,” is where all cadets receive tactical training that will help them become successful Army Officers. Labs are specifically designed to ensure success at Field Training Exercises, Basic Camp and Advanced Camp. The purpose of the laboratory is to provide hands on leadership training, assessment, and provide fundamental warrior skills training. Labs are held from 1510 to 1700 every Wednesday and will normally meet at Training Area (TA) Staples

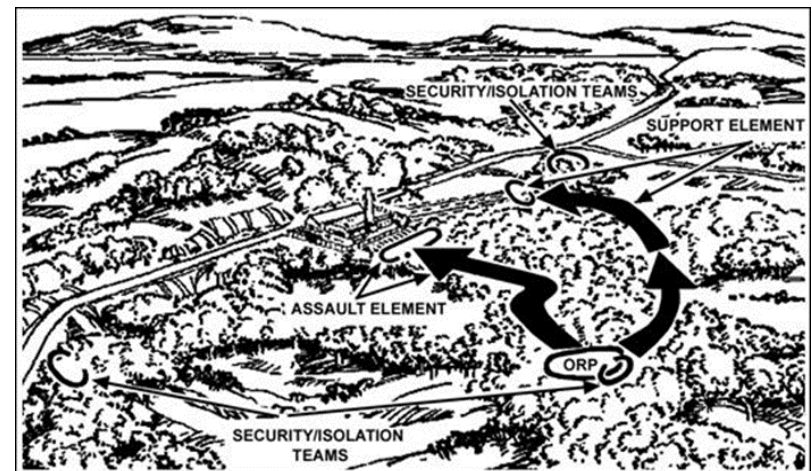
During lab MS IV's and Cadre assume primary roles as instructors while underclassmen fill tactical leadership positions. Each week the focus of training will be different and challenging. Every lab will begin and end with a formation for accountability purposes. Cadets may be assigned additional duties after labs such as attending the After Action Review (AAR) or lounge/van clean-up.

The uniform for lab will often require a Ruck Sack and Fighting Load carrier (FLC), and helmet. Cadets are required to coordinate for their own transportation to and from labs. Late transportation should be coordinated through the Cadet Chain of Command and will be provided by UW ROTC Cadre.

Additionally each week the Cadet Chain of Command will provide an Operations Order (OPORD) prior to lab either orally or via email. This OPORD will contain valuable information that you will need to know in preparing for lab and weekly taskings. Things such as the mission, weather, uniform, and timeline will give you a heads up on how to dress, what equipment you will need to bring, and when and where you are expected to be.

RAID

A raid is a limited-objective form of an attack, usually small-scale, involving swift penetration of hostile territory to secure information, confuse the enemy, or destroy installations. A raid always ends with a planned withdrawal to a friendly location upon completion of the mission. The platoon can conduct an independent raid in support of the battalion or higher headquarters operation, or it can participate as part of the company in a series of raids. Rifle squads do not execute raids; they participate in a platoon raids.



The counterattack is a form of attack by part or all of a friendly defending element against an enemy attacking force. The general objective of a counterattack is to deny the enemy his goal of attacking. This attack by defensive elements regains the initiative or denies the enemy success with his attack. The platoon may conduct a counterattack as a lightly committed element within a company or as the battalion reserve. Counterattacks afford the friendly defender the opportunity to create favorable conditions for the commitment of combat power. The platoon counterattacks after the enemy begins his attack, reveals his main effort, or creates an assailable flank. As part of a higher headquarters, the platoon conducts the counterattack much like other attacks. However, the platoon leader must synchronize the execution of his counterattack within the overall defensive effort. The platoon should rehearse the counterattack and prepare the ground to be traversed, paying close attention to friendly unit locations, obstacles, and engagement areas.

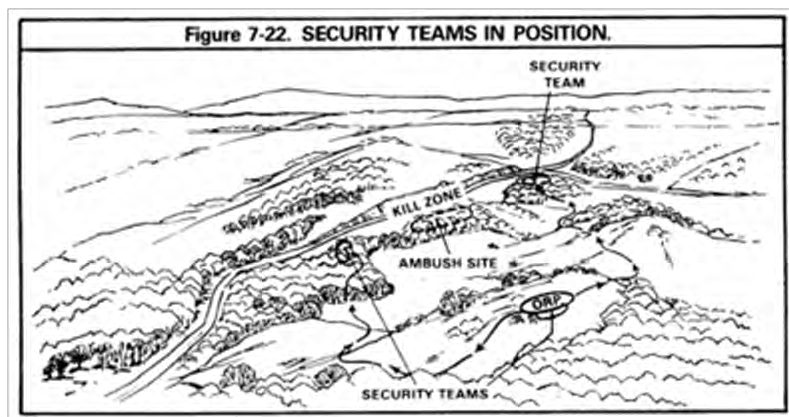
HASTY ATTACK The platoon normally participates in a hasty attack as part of a larger unit, during movement to contact, as part of a defense, or whenever the commander determines that the enemy is vulnerable. A hasty attack is used to—

- Exploit a tactical opportunity.
- Maintain the momentum.
- Regain the initiative.
- Prevent the enemy from regaining organization or balance.
- Gain a favorable position that may be lost with time.

Because its primary purpose is to maintain momentum or take advantage of the enemy situation, the hasty attack is normally conducted with only the resources that are immediately available.

AMBUSH

An ambush is a form of attack by fire or other destructive means from concealed positions on a moving or temporarily halted enemy. It may take the form of an assault to close with and destroy the enemy, or be an attack by fire only. An ambush does not require ground to be seized or held. Ambushes are generally executed to reduce the enemy force's overall combat effectiveness. Destruction is the primary reason for conducting an ambush. Other reasons to conduct ambushes are to harass the enemy, capture the enemy, destroy or capture enemy equipment, and gain information about the enemy. Ambushes are classified by category (deliberate or hasty), formation (linear or L-shaped), and type (point, area, or antiarmor). The platoon leader uses a combination of category, type, and formation for developing his ambush plan.



Leadership Laboratory Packing List

ACU Top
 ACU Bottom
 ACU Cap in Right Cargo Pocket
 Tan Boots
 Wool Socks, black/OD
 Kevlar Helmet
 Eyepro
 Knee/elbow Pads
 Rucksack packed to Lab SOP (See Below)
 MOLLE Gear to SOP
 ID Tags/Card
 Pen/Pencil/Paper
 *Map
 *TMK
 *FM 3-21.8
 *TACSOP
 **Cold Weather Gear

The following items are required to be packed in the Rucksack for all labs:

Rucksack Main Pouch

Gore-tex Parka (when not worn)

Left Outside Pocket

Gore-tex bottoms (when not worn)

Right Outside Pocket

Poncho

Wet Weather Bag with the following items inside:

Cold Weather Boots (Gortex lined boots)
 Cold Weather Gloves
 Black Fleece Jacket
 1 Pair White Wool Socks
 Poly Pro Top and Bottom
 Neck Gaiter
 1 Pair of Socks
 1 Tan Undershirt
 Foot powder (in ziplock bag)
 Sunscreen (in ziplock bag)

MOLLE SOP

Remember:

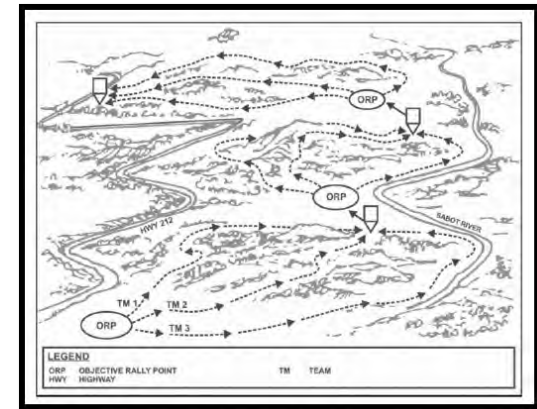
1. If you can get the right time, the right place and the right uniform you have a lot going for you from the start.
2. Getting the right uniform is all about ATTENTION TO DETAIL. To be a success with this SOP you need to pay attention to all the little details.
3. There is only right and wrong, no almost...if you have a uniform that is wrong, just fix the issue and then you are in the right.

FRONT/FULL VIEW



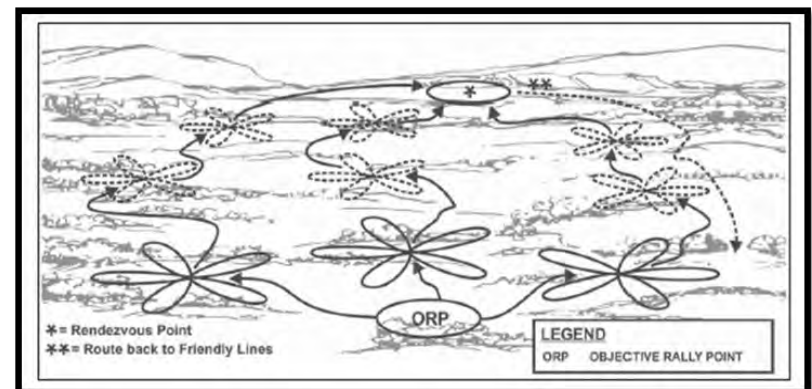
Box Method

9-187. Each R&S team moves from the ORP along a different fan-shaped route that overlaps with others to ensure reconnaissance of the entire area (Figure 9-19). These routes should be adjacent to each other. Adjacent routes prevent the patrol from potentially making contact in two different directions. The leader maintains a reserve at the ORP. When using the box method, the leader sends his R&S teams from the ORP along routes that form a boxed-in area. He sends other teams along routes through the area within the box (Figure 9-20). All teams meet at a link-up point at the far side of the box from the ORP.



Converging Route Method

When using the converging routes method, the leader selects routes from the ORP through the zone to a rendezvous point at the far side of the zone from the ORP. Each R&S team moves along a specified route and uses the fan method to reconnoiter the area between routes (Figure 9-21). The leader designates a time for all teams to link up. Once the unit arrives at the rendezvous point, it halts and establishes security.



DELIBERATE ATTACK

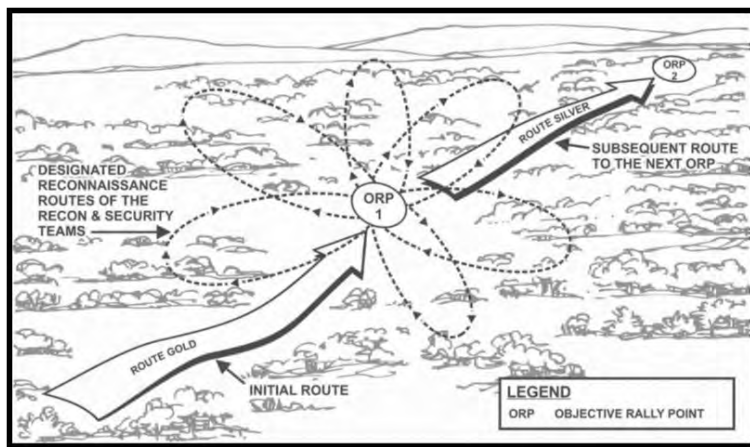
A deliberate attack is a type of offensive action characterized by pre-planned coordinated employment of firepower and maneuver to close with and destroy the enemy. The deliberate attack is a fully coordinated operation that is usually reserved for those situations in which the enemy defense cannot be overcome by a hasty attack. Commanders may order a deliberate attack when the deployment of the enemy shows no identifiable exposed flank or physical weakness, or when a delay will not significantly improve the enemy's defenses. The deliberate attack is characterized by detailed intelligence concerning a situation that allows the leader to develop and coordinate detailed plans.

RECONNAISSANCE

Before a deliberate attack, the platoon and company should gain enemy, terrain, and friendly information from the reconnaissance conducted by the battalion reconnaissance platoon. However, this may not always occur. The platoon and company should be prepared to conduct their own reconnaissance of the objective to confirm, modify, or deny their tentative plan. 7-48. Platoons should not conduct reconnaissance unless specifically tasked to do so in a consolidated reconnaissance plan. If possible, the company should determine the enemy's size, location, disposition, most vulnerable point, and most probable course of action.

Fan Method

When using the fan method, the leader first selects a series of ORPs throughout the zone to operate from. The patrol establishes security at the first ORP. Upon confirming the ORP location, the leader confirms reconnaissance routes out from and back to the ORP. These routes form a fan-shaped pattern around the ORP. The routes must overlap to ensure the entire area is reconnoitered. Once the routes are confirmed, the leader sends out R&S teams along the routes. When all R&S teams have returned to the ORP, the platoon collects and disseminates all



RIGHT SIDE VIEW



BACKSIDE VIEW

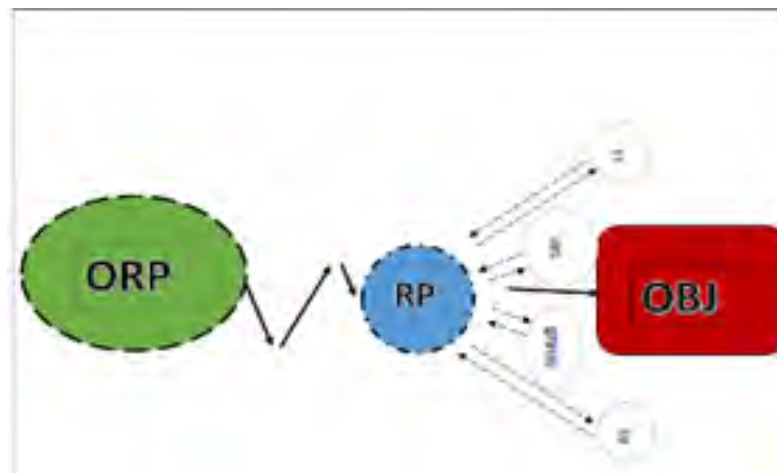


FINAL NOTES:

There is no Butt Pack on the Molle. Everything must be woven in the Molle. Everything must be taped down and neatly strapped. Canteens must be full at all times. If you have any issue you go through your chain of command first and then work your way up. The c/CSM is the last person to go to for issues.

Offensive Operations

Objective Rally Point (ORP) is out of sight and sound of objective (OBJ). (1-2 Terrain features away- METT-TC). Release Point (RP) is within in sight, but out of sound range from OBJ



ORP Steps (Before Leaders Recon)

1. Set up Security
2. Form Leaders RECON
3. Pass GOTWA
4. Disseminate GOTWA / Conduct PCC inspections
5. Monitor Comms/ Time
6. Conceal Rucks

ORP Steps (After Leaders Recon)

1. Receive LDR recon backbrief
2. Return movement to RP for mission conduct

Release Point Steps

1. SLLS Halt
2. Emplace RP Security (min 2pax)
3. Pass GOTWA
- 4 a. If ambush/ raid conduct LDR's recon on security positions
- b. If recon mission use "clover" or "box method" of OBJ- once all data is collected for recon all pax return to ORP
5. Leaders emplace (min 2 pax) at each security, provide mission intel, sectors of fire, GOTWA
6. Leader returns to RP, updates GOTWA & brings MG gunners/AG to SBF, provides sectors of fire, GOTWA
7. LDR & subordinate conduct recon of assault positions
8. LDR & subordinate return to RP to update GOTWA, and return to ORP

Note:

PSG (PLT)/ TL(SQD)- Always counts everyone in and out of the ORP



Extend one arm to a 45-degree angle. Bend the arm and tap the helmet. Repeat.

Figure 2-48. BOUNDING OVERWATCH. COVER MY MOVE.



Extend the arm to the left and raise it up and down.

Figure 2-49. MOVE TO LEFT.

LEFT SIDE VIEW



Field Training Exercise (FTX)

Field Training Exercise (FTX) is a mandatory event which is conducted once a semester. The main focus of FTX is to evaluate the MS III class in various leadership positions both in the field and in a garrison environment. The FTX also gives MS I's and MS II's field training experience. FTX provides a great opportunity to get a large amount of varied training accomplished. It usually starts on a Thursday afternoon and ends on Sunday. This is a short, but very intense training exercise that usually includes Basic Rifle Marksmanship, weapon familiarization, land navigation, and squad or platoon tactical lanes. During tactical lanes, Cadets will operate as a squad (Fall) or platoon (Spring) to plan and execute several tactical missions and battle drills.

Raise and extend the arm overhead. Move it to the right and left. Continue until the formation is executed.



Figure 2-44. COLUMN.

Extend the arm overhead and swing it in a circle from the shoulder.



Figure 2-46. TRAVELING.



Extend both arms and raise them up and down.

Figure 2-47. TRAVELING OVERWATCH.



Extend the arms parallel to the ground.

Figure 2-39. LINE.



Extend the right arm and raise it 45 degrees above the shoulder. Extend the left arm 45 degrees below the horizontal and point toward the ground.

Figure 2-41. ECHELON LEFT.



Extend the left arm and raise it 45 degrees above the shoulder. Extend the right arm 45 degrees below the horizontal and point toward the ground.

Figure 2-42. ECHELON RIGHT.

Troop Leading Procedures (TLP)

Troop leading is the process a leader goes through to prepare their unit to accomplish a tactical mission. It begins when they are alerted for a mission. It starts again when they receive a change or a new mission.

The troop-leading procedure comprises the steps listed below. Steps 3 through 8 may not follow a rigid sequence. Many of them may be accomplished concurrently. In combat, rarely will leaders have enough time to go through each step in detail.

Leaders must use the procedure as outlined, if only in abbreviated form, to ensure that nothing is left out of planning and preparation, and that their Soldiers understand the platoon and/or squad mission and are adequately prepared. They continuously update their estimates throughout the preparation phase and adjust their plans as appropriate.

Step 1: Receive the Mission

Step 2: Issue the Warning Order

Step 3: Make a Tentative Plan

Step 4: Start Necessary Movement

Step 5: Reconnoiter

Step 6: Complete the Plan

Step 7: Issue the Complete Order

Step 8: Supervise

Operations Order OPORD Formats

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) Sustainment
- (5) Command and Control



Hold the rifle in the ready position at shoulder level. Point the rifle in the direction of the enemy.

Figure 2-35. ENEMY IN SIGHT.



Extend the arms downward and to the sides at an angle of 45-degrees below the horizontal, palms to the front.

Figure 2-37. WEDGE.



Extend the arm at a 45-degree angle from the side, above the horizontal, palm down, and then lower the arm to the side.

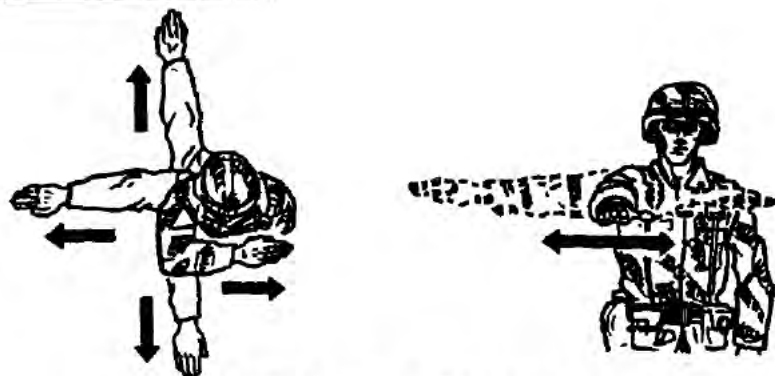
Figure 2-36. TAKE COVER.



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. ASSEMBLE or RALLY.



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. DISPERSE.

Raise the fist to the shoulder; thrust the fist upward to the full extent of the arm and back to shoulder level; do this rapidly several times.



Figure 2-33. INCREASE SPEED, DOUBLE TIME, or RUSH.

Operations Order OPORD Formats

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 - End State)

(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

Reports

SALUTE

- a. Size
- b. Activity
- c. Location
- d. Unit/uniform
- e. Time
- f. Equipment

SALT

- a. Size
- b. Activity
- c. Location
- e. Time

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

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.

Draw the right hand, palm down, across the neck in a throat-cutting motion from left to right.

NOTE: This movement is the same as Figure 2-17, STOP ENGINES. The difference in meanings is understood from the context in which it is used.



Figure 2-62. DANGER AREA.

Raise the fist to head level.



Figure 2-63. FREEZE.



Raise the hand in front of the forehead, palm to the front, and swing the hand and forearm up and down several times in front of the face.

Figure 2-27. CEASE FIRING.



Point at the palm of one hand with the index finger of the other hand.

Figure 2-58. MAP CHECK.



Raise the hand to the ear with the thumb and little finger extended.

Figure 2-60. RADIOTELEPHONE OPERATOR FORWARD.

Tap the back of the helmet repeatedly with an open hand.



Figure 2-61. HEAD COUNT.

Radio Etiquette

Every Soldier must be able to shoot, move, and communicate. Therefore every Cadet needs to know how to communicate on the radio efficiently and concisely.

Guidelines and tips for radio traffic:

- Before you talk on the radio, you need to understand call signs. Call signs are how the Army identifies individuals on the radio without using unit or personal names. They consist of a word and number combination. In the Cowboy Battalion, A Co's call sign is Avalanche and B Co's call sign is Blizzard. The commander is always the number 6, the XO 5, and the 1SG 7. Example Apache 6 is the A Co commander and Bronco 6 is the B Co commander. The platoons are recognized by a double digit number with 1 being assigned to first platoon and 2 being assigned to second platoon. The second digit identifies the individual's position. For example Apache 16 is the A Co first platoon leader and Apache 17 is the first platoon PSG. The SL is also identified by a two digit number. Apache 11 is the first platoon first squad leader and so on.

Always open a radio transmission by saying "you this is me" using call signs. When the other person hears you he/she will respond with a similar acknowledgement. Do not send your message until they acknowledge that you are trying to contact them.

Example : You : "Apache 2-1 this is Apache 2-2, over"

Them : "Apache 2-2 this is Apache 2-1, over"

- It is of the utmost importance to keep your message **SHORT** and **TO THE POINT**. While transmitting no one else on your net is able to transmit, so it stands to reason that if you are giving a long winded transmission another person on the net will not be able to send up potentially life saving/threatening information. Know what you're going to say before you hit the transmit button.

The Wrong way: You "Apache 1-1 this is Apache 2-2, over"

Them : "Apache 2-2 this is Apache 1-1, over"

You : " My squad saw a couple of guys running over that hill top over by the barn. We are moving to attack to clear them out we think we got...etc etc."

The Right way: You "Apache 1-1 this is Apache 2-2, over"

Them : "Apache 2-2 this is Apache 1-1, over"

You " Have eyes on 2 armed men at our 12 o clock. Moving to attack, OVER"

- You will need to open and close your transmission. That is to say when you are done talking and waiting for the other person to answer you say **OVER** at the end of your communication. When completely done with the conversation the party that initiated the call will say "**OUT**". This implies you are done talking with the other person for the time being and they should not expect to receive further information from you.
- Radio checks are done prior to every mission to ensure you can talk to other elements and that your communication equipment is in proper working order.

Example: You "Bronco 1-1 this is Bronco 2-2, Radio check over"

Them "Bronco 2-2 this is Bronco 1-1, Roger out"

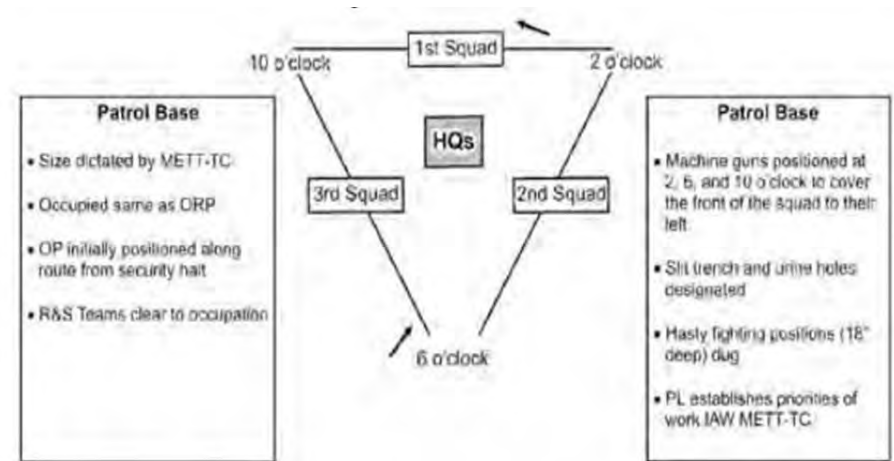
Knowing the call signs contained in the Signal Operating Instructions (SOI) is essential to an operation. The Cowboy BN SOI lists the following call signs:

Signal Operating Instructions (SOI)/ Call Signs

CALL SIGNS			FREQS		
PMS	CADET	A CO	XTS-3000 (BLACK)	CH 9	T-450 (BLUE MOTOROLA)
	CONVOY 6	APACHE 6	OPFOR	CH 9	BN COMMAND
	CONVOY 5	APACHE 5	B CO	BRONCO 6	CH 1 PC 1
	CONVOY 7	APACHE 7	B XO	BRONCO 5	A CO INTERNAL
SMI	CONVOY 3	A ISG	B CO	BRONCO 7	CH 2 PC 1
	CONVOY 8	1ST PL	B CO	BRONCO 16	CH 3 PC 1
	CONVOY 1	1ST PSG	1ST PL	BRONCO 17	HHC INTERNAL
	CONVOY 4	1ST PSG	1ST PL	BRONCO 11	OPFOR
LOGTECH	CONVOY 2	1ST PLT 1ST SL	1ST PLT 1ST SL	BRONCO 12	CH 6 PC 120
	CONVOY 3	1ST PLT 2D SL	1ST PLT 2D SL	BRONCO 13	
	CONVOY 4	1ST PLT 3D SL	1ST PLT 3D SL	BRONCO 14	
	CONVOY 5	1ST PLT 4TH SL	1ST PLT 4TH SL	BRONCO 15	
BN CO	POKE 6	2D PL	2D PL	BRONCO 26	BN COMMAND
	POKE 5	2D PSG	2D PSG	BRONCO 27	VERSION ALPHA
	POKE 7	2D PLT 1ST SL	2D PLT 1ST SL	BRONCO 21	VERSION BRAVO
	POKE 2	2D PLT 2D SL	2D PLT 2D SL	BRONCO 22	BN COMMAND
BN CSM	POKE 3	2D PLT 3D SL	2D PLT 3D SL	BRONCO 23	A CO INTERNAL
	POKE 4	2D PLT 4TH SL	2D PLT 4TH SL	BRONCO 24	B CO INTERNAL
	POKE 9	A CMD POST	A CMD POST	BRONCO 25	HHC INTERNAL
	POKE 8	APACHE X-RAY	APACHE X-RAY	BRONCO 28	CASEVAC
OPS SGM	POKE 3 NOVEMBER	OPFOR	OPFOR	BRONCO 29	OPFOR
	HHC	ASSISTANT 1IA-TL	ALPHA	BRONCO 30	RIDE CONTROL
	GUNSLINGER 6	ASSISTANT 2IB-TL	BRAVO	BRONCO 31	GUERNSEY FIRE DESK: (307) 836-7826
	GUNSLINGER 5	DRIVER	DELTA	BRONCO 32	
HHC ISG	GUNSLINGER 7	NOIC	NOVEMBER	BRONCO 33	
		OIC	OSCAR	BRONCO 34	
		RADIO OPERATOR	ROMEO		
		FIRE DIR CENT	WHISKEY		
BATTLE ROSTER NUMBER	COMPANY-1ST INITIAL+2ND INITIAL+LAST 4	TAC OPS CENT	X-RAY		
	Ex: 2LT J. NELSON would be HJNS009	S6 SUPPORT	ZULU		

- **Resupply.** Distribute or cross load ammunition, meals, equipment, and so on.
- **Sanitation and Personal Hygiene.** The PSG and medic ensure a slit trench is prepared and marked. All Rangers will brush teeth, wash face, shave, wash hands, armpits, groin, feet, and darken (brush shine) boots daily. The patrol will not leave trash behind.

Figure 7-9. PATROL BASE



Hand and Arm Signals



Tap the heel of boot repeatedly with an open hand.

Figure 2-59. PACE COUNT.

(1) **Security (Continuous).**

- Prepare to use all passive and active measures to cover the entire perimeter all of the time, regardless of the percentage of weapons used to cover that all of the terrain.
- Readjust after R&S teams return, or based on current priority of work (such as weapons maintenance).
- Employ all elements, weapons, and personnel to meet conditions of the terrain, enemy, or situation.
- Assign sectors of fire to all personnel and weapons. Develop squad sector sketches and platoon fire plan.
- Confirm location of fighting positions for cover, concealment, and observation and fields of fire. SLs supervise placement of aiming stakes and claymores.
- Only use one point of entry and exit, and count personnel in and out. Everyone is challenged IAW the unit SOP.
- Hasty fighting positions are prepared at least 18 inches deep (at the front), and sloping gently from front to rear, with a grenade sump if possible.

(2) **Withdrawal Plan.** The PL designates the signal for withdrawal, order of withdrawal, and the platoon rendezvous point and/ or alternate patrol base.

(3) **Communication (Continuous).** Communications must be maintained with higher headquarters, OPs, and within the unit. May be rotated between the patrol's RTOs to allow accomplishment of continuous radio monitoring, radio maintenance, act as runners for PL, or conduct other priorities of work.

(4) **Mission Preparation and Planning.** The PL uses the patrol base to plan, issue orders, rehearse, inspect, and prepare for future missions.

(5) **Weapons and Equipment Maintenance.** The PL ensures that machine guns, weapon systems, communications equipment, and night vision devices (as well as other equipment) are maintained. These items are not disassembled at the same time for maintenance (no more than 33 percent at a time), and weapons are not disassembled at night. If one machine gun is down, then security for all remaining systems is raised.

(6) **Water Resupply.** The PSG organizes watering parties as necessary. The watering party carries canteens in an empty rucksack or duffel bag, and must have communications and a contingency plan prior to departure.

(7) **Mess Plan.** At a minimum, security and weapons maintenance are performed prior to mess. Normally no more than half the platoon eats at one time. Rangers typically eat 1 to 3 meters behind their fighting positions.

- **Rest/Sleep Plan Management.** The patrol conducts rest as necessary to prepare for future operations.
- **Alert Plan and Stand to.** The PL states the alert posture and the stand to time. He develops the plan to ensure all positions are checked periodically, OPs are relieved periodically, and at least one leader is always alert. The patrol typically conducts stand to at a time specified by unit SOP such as 30 minutes before and after BMNT or EENT.

TRANSMISSION TIPS	
Keep your antenna straight and pointed up. Don't transmit in a hole	
Turn your radio to standby when you don't need it. Call Pike Zulu if you need help or have bad equipment. Keep your transmissions under 7 seconds. If a net or radio is compromised, let higher know right away!	
Point of Contact for this Card: SG Shop, Remember AR 194-51, par 3-6	
Signal Reflex	
Loss or compromise of a radio. SINGARS ARE MORE SENSITIVE THAN WEAPONS!! Broken or damaged commo gear Losing contact with a station for any reason	
9 LINE MEDEVAC REQUEST	
TRANSMISSION ONE TO YOUR TOCUP, AS FAST AS PRACTICAL: LOCATION OF PICKUP SITE, 6 OR MORE DIGIT GRID YOUR CALLSIGN AND FLT FREQUENCY/CHANNEL NUMBER OF PATIENTS BY PRECEDENCE: URGENT, IMMEDIATE, PRIORITY, ROUTINE SPECIAL EQUIPMENT REQUIRED: VENTILATOR, FOREST PENETRATOR, CLS BAG NUMBER OF PATIENTS BY TYPE: AMBULATORY, LITTER	
SECOND TRANSMISSION TO MEDEVAC/CAVE/VEHICLE OR TOC:	
SECURITY OF PICKUP SITE METHOD OF MARKING: SMOKE, VS-17, CHEMILIGHT BUZZSAW, US FLAG PATIENT NATIONALITY: US MILITARY, US CIV, COALITION MILITARY, COALITION CIV, ENEMY CBRN CONTAMINATION OR TERRAIN DESCRIPTION	
PROGRAMMING	
SINGARS (single channel/plan text)	
ADD a Freq	
Turn Knob to LD	
Press MENU/CLR until "FH" is shown, then press 7/CHG until screen shows "SC"	
Press MENU/CLR one more time, then 7/CHG until screen shows "PT"	
Press MENU/CLR until channel is shown, then press the channel number you want	
Press FREQ once	
Press MENU/CLR once	
Enter your frequency QUICKLY according to the SOI and version	
Press STO (quickly)	
Turn Knob to SQ-ON	
Change Volume	
Press MENU/CLR until "VOLUME-57" is shown. Press 1-9 for volume. Default is 5. Recommended is 3. Press 0 for whisper mode.	
Change the Channel	
Press MENU/CLR until "CHANNEL=1" shows Enter desired channel number. DO NOT use MAN or CALL	
T-480 (Blue Radioes)	
Change Channel	
Press "Menu" until the top number is flashing	
Press the "V" or "+" button until desired number	
Press PTT to lock it in	
Change Privacy Tone	
Press Menu until the bottom number flashes	
Press "V" or "+" button until desired number	
Press PTT to lock it in	

RADIO (helpful phrases/words)

The following list is a set of helpful phrases and words you may wish to use to make your radio traffic easier and more professional:

- **SAY AGAIN** : Used if you require a transmission to be repeated.
- **BREAK**: This allows you to pause during a long transmission of information that implies you are not done speaking and the receiving party should wait.
- **OVER** : This tells the receiver you are done saying what you needed to say and they can respond.
- **OUT** : This term is used by the initiator of the conversation only and tells the receiver you are done with the conversation.
- **WAIT ONE**: A simple and expedient way to ask the listener to wait one minute .
- **SEND TRAFFIC** : You are prepared to receive a transmission
- **BREAK—BREAK** : This is only used when a priority message needs to be sent over pre-existing traffic such as a 9 line MEDEVAC.
- **[Callsign] ACTUAL** : Asking to talk to the actual person assigned to the call sign rather than their RTO. EXAMPLE: when you need to speak to AVALANCHE 6 Actual vs. AVALANCHE 6Romeo, (Avalanche 6's radio operator)

- Avoid small valleys.
- Avoid roads and trails.

e. Occupation (Figure 7-9).

(1) A PB is reconnoitered and occupied in the same manner as an ORP, with the exception that the platoon will typically plan to enter at a 90 degree turn. The PL leaves a two-Ranger OP at the turn, and the patrol covers any tracks from the turn to the PB. (2) The platoon moves into the PB. Squad sized patrols will generally occupy a cigar shaped perimeter; platoon sized patrols will generally occupy a triangle shaped perimeter. (3) The PL and another designated leader inspect and adjust the entire perimeter as necessary.

(4) After the PL has checked each squad sector, each SL sends a two-Ranger R&S team to the PL at the CP. The PL issues the three R&S teams a contingency plan, reconnaissance method, and detailed guidance on what to look for (enemy, water, built up areas or human habitat, roads, trails, or possible rally points).

(5) Where each R&S team departs is based on the PL's guidance. The R&S team moves a prescribed distance and direction, and reenters where the PL dictates.

- Squad sized patrols do not normally send out an R&S team at night.
- R&S teams will prepare a sketch of the area to the squad front if possible.
- The patrol remains at 100 % alert during this recon.
- If the PL feels the patrol was tracked or followed, he may elect to wait in silence at 100 % alert before sending out R&S teams.
- The R&S teams may use methods such as the "I," the "Box," or the "T." Regardless of the method chosen, the R&S team must be able to provide the PL with the same information.
- Upon completion of R&S, the PL confirms or denies the patrol base location, and either moves the patrol or begins priorities of work.

f. Passive (Clandestine) Patrol Base (Squad).

- The purpose of a passive patrol base is for the rest of a squad or smaller size element.
- Unit moves as a whole and occupies in force.
- Squad leader ensures that the unit moves in at a 90 degree angle to the order of movement.
- A claymore mine is emplaced on route entering patrol base.
- Alpha and Bravo teams sit back to back facing outward, ensuring that at least one individual per team is alert and providing security.

g. Priorities of Work (Platoon and Squad). Once the PL is briefed by the R&S teams and determines the area is suitable for a patrol base, the leader establishes or modifies defensive work priorities in order to establish the defense for the patrol base. Priorities of work are not a laundry list of tasks to be completed; to be effective, priorities of work must consist of a task, a given time, and a measurable performance standard. For each priority of work, a clear standard must be issued to guide the element in the successful accomplishment of each task. It must also be designated whether the work will be controlled in a centralized or decentralized manner. Priorities of work are determined IAW METT-TC. Priorities of Work may include, but are not limited to the following tasks:

Patrol Base (TC 3-21.76 Ranger Handbook April 2017)

7-21. PATROL BASE. A patrol base is a security perimeter that is set up when a squad or platoon conducting a patrol halts for an extended period. Patrol bases should not be occupied for more than a 24 hour period (except in emergency). A patrol never uses the same patrol base twice.

a. **Use.** Patrol bases are typically used

- To avoid detection by eliminating movement.
- To hide a unit during a long detailed reconnaissance.
- To perform maintenance on weapons, equipment, eat and rest.
- To plan and issue orders.
- To reorganize after infiltrating on an enemy area.
- To establish a base from which to execute several consecutive or concurrent operations.

b. **Site Selection.** The leader selects the tentative site from a map or by aerial reconnaissance. The site's suitability must be confirmed and secured before the unit moves into it. Plans to establish a patrol base must include selecting an alternate patrol base site. The alternate site is used if the first site is unsuitable or if the patrol must unexpectedly evacuate the first patrol base.

c. **Planning Considerations.** Leaders planning for a patrol base must consider the mission and passive and active security measures. A patrol base (PB) must be located so it allows the unit to accomplish its mission.

- Observation posts and communication with observation posts.
- Patrol or platoon fire plan.
- Alert plan.
- Withdrawal plan from the patrol base to include withdrawal routes and a rally point, rendezvous point, or alternate patrol base.
- A security system to make sure that specific Rangers are awake at all times.

Enforcement of camouflage, noise, and light discipline.

- The conduct of required activities with minimum movement and noise.
- Priorities of Work.

d. **Security Measures.**

- Select terrain the enemy would probably consider of little tactical value.
- Select terrain that is off main lines of drift.
- Select difficult terrain that would impede foot movement, such as an area of dense vegetation, preferably bushes and trees that spread close to the ground.
- Select terrain near a source of water.
- Select terrain that can be defended for a short period and that offers good cover and concealment.
- Avoid known or suspected enemy positions.
- Avoid built up areas.
- Avoid ridges and hilltops, except as needed for maintaining communications.
- Avoid small valleys.
- Avoid roads and trails.

9 Line MEDEVAC Request

Line 1. Location of the pick-up site.

Grid coordinate preferred, landmarks if necessary. Information encrypted if transmitting in the clear.

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

Information encrypted if transmitting in the clear.

Line 3. Number of patients by precedence:

A - Urgent (w/in 2 hr)

B - Urgent Surgical (w/in 2 hr)

C - Priority (w/in 4 hr)

D - Routine (w/in 24 hr)

E - Convenience

Line 4. Special equipment required:

A - None

B - Hoist

C - Extraction equipment

D - Ventilator

Line 5. Number of patients by type:

A - Litter (L + #)

B - Ambulatory (A + #)

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)

Line 6A. In peacetime - number and types of wounds, injuries, and illnesses

Line 7. Method of marking pick-up site:

A - Panels (color)

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

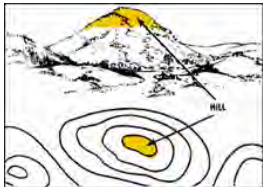
B - Biological

C - Chemical

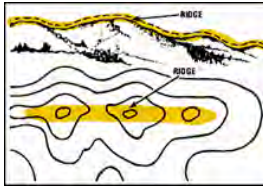
Land Navigation

5 major terrain features found on a map

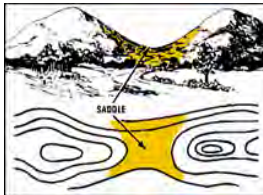
1. Hill
2. Ridge
3. Valley
4. Saddle



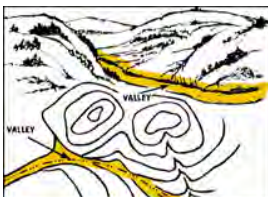
Hill -A hill is shown on a map by contour lines forming concentric circles. The inside of the smallest closed circle is the hilltop



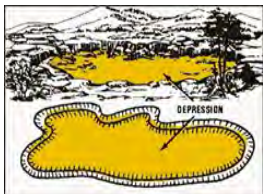
Ridge -Contour lines forming a ridge tend to be U-shaped or V-shaped. The closed end of the contour line points away from high ground



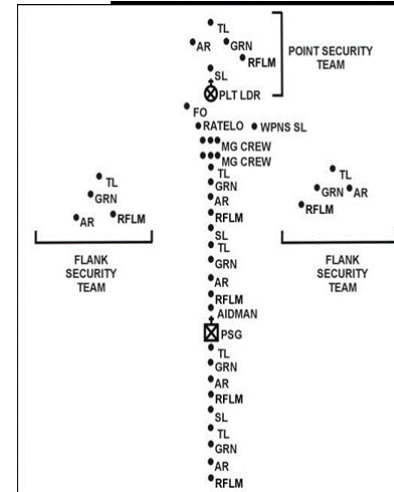
Saddle -A saddle is normally represented as an hourglass



Valley -Contour lines forming a valley are either U-shaped or V-shaped.



Depression -Usually only depressions that are equal to or greater than the contour interval will be shown. On maps, depressions are represented by closed contour lines that have tick marks pointing toward low ground.



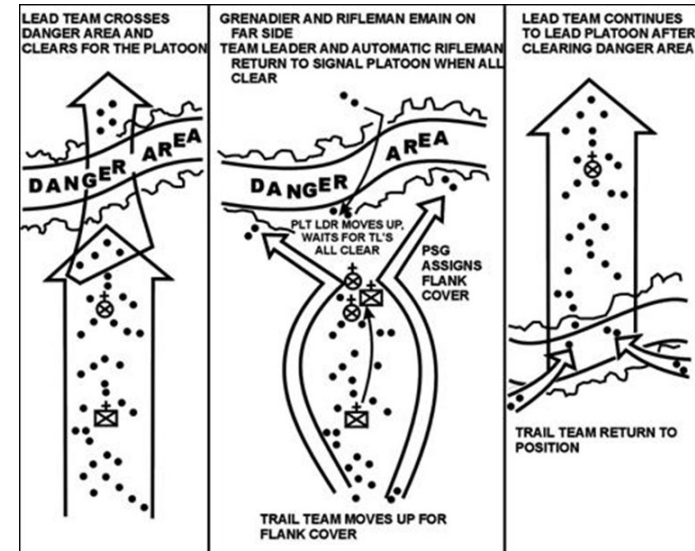
PLATOON FILE

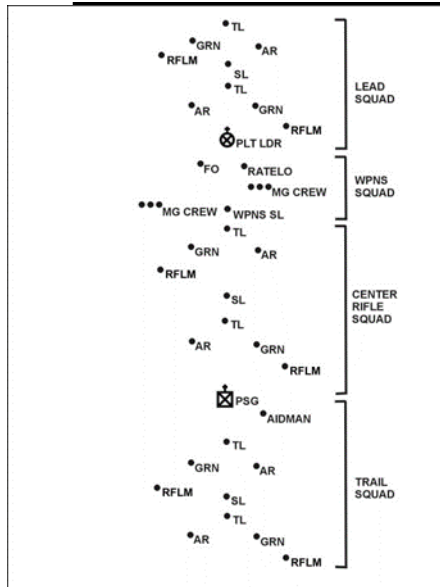
This formation may be set up in several methods (Figure 3-13). One method is to have three-squad files follow one another using one of the movement techniques. Another method is to have a single platoon file with a front security element (point) and flank security elements. The distance between Soldiers is less than normal to allow communication by passing messages up and down the file. The platoon file has the same characteristics as the fire team and squad files. It is normally used for traveling only.

LINEAR DANGER AREA LDA

A linear danger area is an area where the platoon's flanks are exposed along a relatively narrow field of fire. Examples include streets, roads, trails, and streams. The platoon crosses a linear danger area in the formation and location specified by the platoon leader. Crossing a linear danger area.

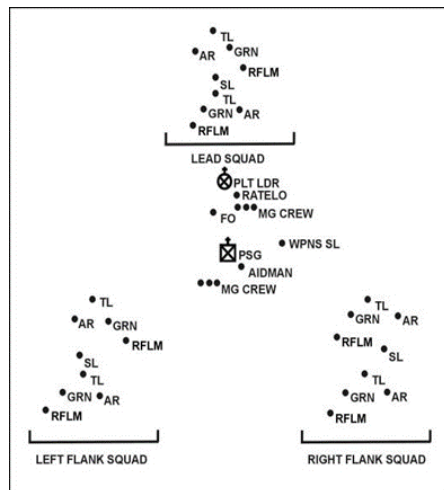
If the large open area is so large that the platoon cannot bypass it due to the time needed to accomplish the mission, a combination of traveling overwatch and bounding overwatch is used to cross the large open area. The traveling overwatch technique is used to save time. The squad or platoon moves using the bounding overwatch technique at any point in the open area where enemy contact may be expected. The technique





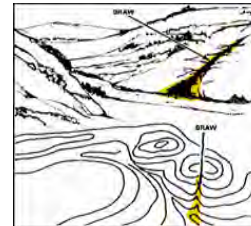
PLATOON COLUMN

In the platoon column formation, the lead squad is the base squad (Figure 3-8). It is normally used for traveling only

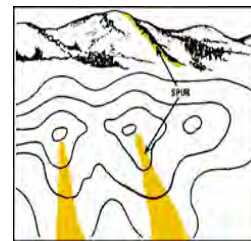


PLATOON WEDGE

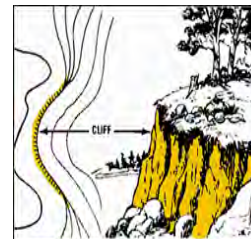
- This formation has two squads in the rear that can overwatch or trail the lead squad (Figure 3-12). The lead squad is the base squad. The wedge formation—
- Can be used with the traveling and traveling overwatch techniques.
- Allows rapid transition to bounding overwatch.



Draw -The contour lines depicting a draw are U-shaped or V-shaped, pointing toward high ground



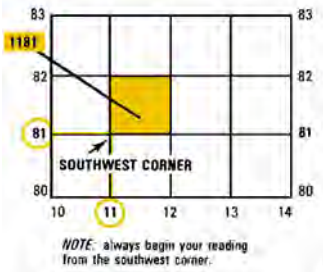
Spur -Contour lines on a map depict a spur with the U or V pointing away from high ground.



Cliff -Cliffs are also shown by contour lines very close together and, in some instances, touching each other.

Grid Coordinates

Your address is grid square 1181. How do you know this? Start from the left and read right until you come to 11, the first half of your address. Then read up to 81, the other half. Your address is somewhere in grid square 1181.

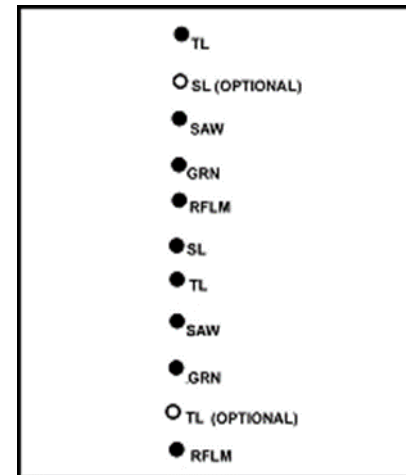
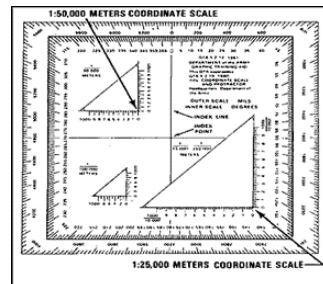
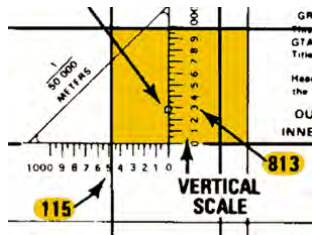


Grid square 1181 gives your general neighborhood, but there is a lot of ground inside that grid square. To make your address more accurate, just add another number to the first half and another number to the second half-so your address has six numbers instead of four.

To get those extra numbers, pretend that each grid square has ten lines inside it running north and south, and another 10 running east and west. This makes 100 smaller squares. You can estimate where these imaginary lines are.

Suppose you are halfway between grid line 11 and grid line 12. Then the next number is 5 and the first half of your address is 115. Now suppose you are also 3/10 of the way between grid line 81 and grid line 82. Then the second half of your address is 813. (If you were exactly on line 81, the second part would be 810). Your address is 115813.

The most accurate way to determine the coordinates of a point on a map is to use a coordinate scale. You do not have to use imaginary lines; you can find the exact coordinates using a Coordinate Scale and Protractor. This device has two coordinating scales, 1:25,000 meters and 1:50,000 meters. Make sure you use the correct scale. (FM 3-25.26 Jan 2005 / 3-4 / PDF 24)



SQUAD FILE

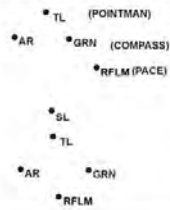
The squad file has the same characteristics as the fire team file (Figure 3-7). In the event that the terrain is severely restrictive or extremely close, teams within the squad file may also be in file. This disposition is not optimal for enemy contact, but does provide the squad leader with maximum control. If the squad leader wishes to increase his control over the formation he moves forward to the first or second position. Moving forward also enables him to exert greater morale presence by leading from the front, and to be immediately available to make key decisions. Moving a team leader to the last position can provide additional control over the rear of the formation.

PLATOON MOVEMENT

The following Platoon movements are the three most utilized by cadets in training. Other platoon movement formations can be found in (ATP 3-21.8 3-14)

Movement Formation	When Most Often Used	CHARACTERISTICS				
		Control	Flexibility	Fire Capabilities and Restrictions	Security	Movement
Platoon column	Platoon primary movement formation	Good for maneuver (fire and movement)	Provides good dispersion laterally and in depth	Allows limited firepower to the front and rear, but high volume to the flanks	Extremely limited overall security	Good
Platoon wedge	When the enemy situation is vague, but contact is not expected	Difficult but better than platoon vee and platoon line, squads on line	Enables leader to make contact with a small element and still have two squads to maneuver	Provides heavy volume of firepower to the front or flanks	Good security to the flanks	Slow, but faster than platoon vee
Platoon file	When visibility is poor due to terrain, vegetation, or light	Easiest	Most difficult formation from which to maneuver	Allows immediate fires to the flanks, masks most fires to front and rear	Extremely limited overall security	Fastest for dismounted movement

Weapons from the weapons squad (a machine gun or a Javelin) may be attached to the squad for the movement or throughout the operation. These high value assets need to be positioned so they are protected and can be quickly brought into the engagement when required. Ideally, these weapons should be positioned so they are between the two fire teams



SQUAD COLUMN

The squad column is the squad's main formation for movement unless preparing for an assault. It provides good dispersion both laterally and in depth without sacrificing control. It also facilitates maneuver. The lead fire team is the base fire team. Squads can move in either a column wedge or a modified column wedge. Rough terrain, poor visibility, and other factors can require the squad to modify the wedge into a file for control purposes. As the terrain becomes less rugged and control becomes easier, the Soldiers assume their original positions.

SQUAD LINE

The squad line provides maximum firepower to the front and is used to assault or as a pre-assault formation. To execute the squad line, the squad leader designates one of the teams as the base team. The other team cues its movement off of the base team. This applies when the squad is in close combat as well. From this formation, the squad leader can employ any of the three movement techniques or conduct fire and movement (see Section III).



First Aid

Medical personnel will not always be readily available, the nonmedical service members must rely heavily on their own skills and knowledge of life-sustaining methods to survive on the integrated battlefield. First aid is the emergency care given to the sick, injured, or wounded before being treated by medical personnel.

The term *first aid* can be defined as "urgent and immediate lifesaving and other measures, which can be performed for casualties by nonmedical personnel when medical personnel are not immediately available."

When a nonmedical service member comes upon an unconscious or injured service member, he must accurately evaluate the casualty to determine the first aid measures needed to prevent further injury or death. (TC 4-02.1 First Aid)

The 8 steps in evaluating a casualty

Responsiveness

Breathing

Pulse

Bleeding

Shock

Fractures

Burns

Possible concussions (head injuries)

RESPONSIVENESS

Determine level of consciousness - AVPU. A = Alert V = Responds to verbal commands P = Responds to pain U = Unresponsive

BREATHING

Assess for breathing and chest injuries. Look, listen, and feel for respiration. Insert a nasopharyngeal airway, if applicable. The airway consists of the nose, mouth, throat, voice box, and windpipe. It is the canal through which air passes to and from the lungs.

PULSE

The heartbeat causes a rhythmical expansion and contraction of the arteries as it forces blood through them. This cycle of expansion and contraction can be felt (monitored) at various points in the body and is called the *pulse*. The common points for checking the pulse are at the

- Side of the neck (*carotid*).
- Groin (*femoral*).
- Wrist (*radial*).
- Ankle (*posterior tibial*).

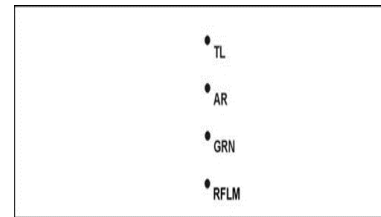
BLEEDING -Look for spurts of blood or blood-soaked clothes. Look for entry and exit wounds. Check back of casualty's body and head. If bleeding is present, stop evaluation and dress all wounds. Treat for shock.

SHOCK

Shock means there is an inadequate blood flow to the vital tissues and organs. Shock that remains uncorrected may result in death even though the injury or condition causing the shock would not otherwise be fatal. When treating a casualty, assume that shock is present or will occur shortly. By waiting until actual signs and symptoms of shock are noticeable, the rescuer may jeopardize the casualty's life.

The following are the nine signs and symptoms of shock.

- (a) Sweaty but cool skin (clammy skin).
- (b) Paleness of skin. (In dark-skinned service members look for a grayish cast to the skin.)
- (c) Restlessness or nervousness.
- (d) Thirst.
- (e) Loss of blood (bleeding).
- (f) Confusion (does not seem aware of surroundings).
- (g) Faster than normal breathing rate.
- (h) Blotchy or bluish skin, especially around the mouth.
- (i) Nausea or vomiting



FIRE TEAM FILE

Team leaders use the file when employing the wedge is impractical. This formation most often is used in severely restrictive terrain, like inside a building; dense vegetation; limited visibility; and so forth. The distance between Soldiers in the column changes due to constraints of the situation, particularly when in urban operations.

SQUAD MOVEMENT

The squad leader adjusts the squad's formation as necessary while moving, primarily through the three movement techniques (see Section III). The squad leader exercises command and control primarily through the two team leaders and moves in the formation where he can best achieve this. The squad leader is responsible for 360-degree security, for ensuring the team's sectors of fire are mutually supporting, and for being able to rapidly transition the squad upon contact.

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

Movement Formations

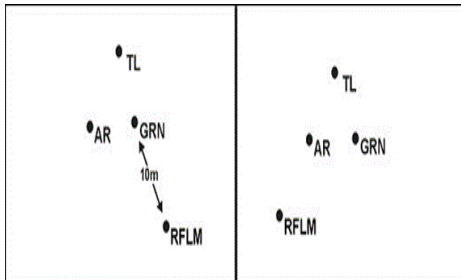
TEAM MOVEMENT

The term fire team formation refers to the Soldiers' relative positions within the fire team. Fire team formations include the fire team wedge and fire teams file. Both formations have advantages and disadvantages. Regardless of which formation the team employs, each Soldier must know his location in the formation relative to the other fire team members and team leader. Each Soldier covers a set area of responsibility for observation and direct fire as the team is moving. To provide the unit with all-around protection, these areas interlock. Team leaders are constantly aware of their teams' sectors of fire and correct them as required.

MOVEMENT FORMATION	WHEN MOST OFTEN USED	Movement 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, limited visibility, dense vegetation	Easiest	Less flexible than the wedge	Allows immediate fires to the flanks, masks most fires to the rear	Least

FIRE TEAM WEDGE

The wedge is the basic formation of the fire team. The interval between Soldiers in the wedge formation is normally 10 meters. The wedge expands and contracts depending on the terrain. Fire teams modify the wedge when rough terrain, poor visibility, or other factors make control of the wedge difficult. The normal interval is reduced so all team members still can see their team leader and all team leaders still can see their squad leader. The sides of the wedge can contract to the point where the wedge resembles a single file. Soldiers expand or resume their original positions when moving in less rugged terrain where control is easier. 2-71. In this formation the fire team leader is in the lead position with his men echeloned to the right and left behind him. The positions for all but the leader may vary. This simple formation permits the fire team leader to lead by example. The leader's standing order to his Soldiers is, "Follow me and do as I do." When he moves to the right, his Soldiers should move to the right. When he fires, his Soldiers fire. When using the lead-by-example technique, it is essential for all Soldiers to maintain visual contact with their leader.



FRACTURES

Check for fractures. Check for the following signs and symptoms of a back or neck injury and perform first aid procedures as necessary.

Check for open fractures by looking for

- Bleeding.
- Bones sticking through the skin.
- Check for pulse.
- Check for *closed* fractures by looking for—
- Swelling.
- Discoloration.
- Deformity.
- Unusual body position.
- Check for pulse.

BURNS

Checking for burns involves: Checking for singed clothes. Looking carefully for reddened, blistered, or charred skin.

POSSIBLE CONCUSSIONS (HEAD INJURIES)

If an individual receives a heavy blow to the head or face, he may suffer a brain concussion (an injury to the brain that involves a temporary loss of some or all of the brain's ability to function). For example, the casualty may not breathe properly for a short period of time, or he may become confused and stagger when he attempts to walk.

Symptoms of a concussion may only last for a short period of time. However, if a casualty is suspected of having suffered a concussion, he should be transported to an MTF as soon as conditions permit.

POSSIBLE CONCUSSIONS (HEAD INJURIES)

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Symptoms of a concussion may only last for a short period of time.

However, if a casualty is suspected of having suffered a concussion, he should be transported to an MTF as soon as conditions permit.

Transporting Casualty

When the situation is urgent and you are unable to obtain medical assistance or know that no medical evacuation assets are available, you will have to transport the casualty. For this reason, you must know how to transport him without increasing the seriousness of his condition.

ONE MAN CARRY

These carries should be used when only one bearer is available to transport the casualty.

TWO MAN CARRY

These carries should be used whenever possible. They provide more casualty comfort, are less likely to aggravate injuries, and are less tiring for the bearers. Five different two-man carries can be used.

LITTER

The distance may be too great for manual carries or the casualty may have an injury (such as a fractured neck, back, hip, or thigh) that would be aggravated by manual transportation. In these situations, litters can be improvised from materials at hand. (TC 4-02.1 First Aid)

To improvise a litter using a blanket and poles the following steps should be used. (TC 4-02.1 First Aid)

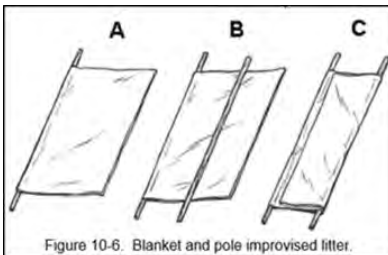


Figure 10-6. Blanket and pole improvised litter.

To improvise a litter using shirts or jackets button the shirt or jacket and turn it inside out, leaving the sleeves inside, (more than one shirt or jacket may be required), then pass the pole through the sleeves

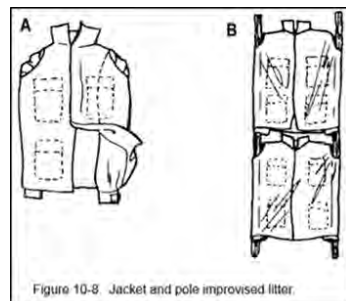


Figure 10-8. Jacket and pole improvised litter.



M240B

The M240B machine gunner supports the rifleman in both offensive and defensive operations. The 7.62-mm M240B provides a heavy volume of close and continuous fire. The M240B engages targets those rifles can engage, and does so with controlled and accurate fire. The long-range, close defensive, and final protective fires delivered by the M240B form an integral part of a unit's defensive fires.

The M240B is a general-purpose machine gun (Figure 3-1 and table 3-1). It mounts on a bipod, tripod, aircraft, or vehicle. It is belt fed, air cooled, gas operated, and fully automatic. It fires from an open bolt. Ammunition feeds from a 100-round bandoleer with disintegrating links. The gas from firing one round provides the energy to fire the next one. Thus, the gun fires automatically as long as it has ammunition and the gunner holds the trigger is held to the rear. As the gun fires, the links separate and eject from the side. Empty cases eject from the bottom. Each M240B is issued with a spare barrel. The gunner can change barrels quickly, because the weapon has a fixed head space. The bore of the barrel is chromium plated, reducing barrel wear to a minimum. However, gunners should never switch barrels between weapons. This could prove fatal (FM 3-22.68, Crew Served Machine Guns)

CHARACTERISTICS	M240B
WEIGHT (lb)	
Weight of M240	27.6
Weight of tripod mount M122	20
LENGTH (in)	
	49
OPERATIONAL CHARACTERISTICS	
Tracer burnout	900 meters
Cyclic rate of fire (rounds per min)	650-950
MAXIMUM EFFECTIVE RATE OF FIRE (rounds per min)	
Sustained	100
Rapid	200
RANGE (m)	
Maximum range	3752
Maximum effective range:	1800
Tripod	800
Bipod	
Ammunition (mm)	
	7.62

**M249**

The 5.56-mm M249 machine gun supports the Soldier in both the offense and defense. The M249 provides a medium volume of close and continuous fire. The Soldier needs this to accomplish the mission. The M249 lets units engage the enemy with controlled and accurate fire from individual weapons. The medium-range, close defensive, and final protective fires delivered by the M249 MG form an integral part of a unit's defensive fires.

The M249 machine gun is a gas-operated, air-cooled, belt or magazine-fed, automatic weapon that fires from the open-bolt position (Figure 1-1). It has a maximum rate of fire of 850 rounds per minute. Primarily, ammunition is fed into the weapon from a 200-round ammunition box containing a disintegrating metallic split-link belt. As an *emergency* means of feeding, the M249 machine gun can use a 20- or 30-round M16 rifle magazine but increases the chance of stoppages. This gun can be fired from the shoulder, hip, or underarm position; from the bipod-steadied position; or from the tripod-mounted position.

CHARACTERISTICS	M249
WEIGHT (lb)	
Weight of M249	16.41
Weight of tripod mount M122	16
LENGTH (in)	
	40.87
OPERATIONAL CHARACTERISTICS	
Tracer burnout	900 meters
Cyclic rate of fire (rounds per min)	650-850
MAXIMUM EFFECTIVE RATE OF FIRE (rounds per min)	
Sustained	100
Rapid	200
RANGE (m)	
Maximum range	3600
Maximum effective range:	1000
Tripod	800
Bipod	
Ammunition (mm)	
	5.56

RECONDO First Aid Test

Perform First Aid for a Bleeding and/or Severed Extremity 081-831-1032

Performance Measures

- Uncovered the wound, unless clothing was stuck to the wound or in a chemical environment.
- Applied the casualty's dressing.
 - Applied the dressing/pad directly over the wound.
 - Covered the edges of dressing/pad.
 - Properly secured the bandage.
 - Did not create a tourniquet-like effect with the dressing.
- Applied manual pressure and elevated the arm or leg, if necessary.
- If a field dressing was applied and bleeding continued, applied a pressure dressing.
 - Placed the wad of padding directly over the wound.
 - Tightly wrapped the cloth around the limb.
 - Tied a nonslip knot directly over the wound.
 - Did not create a tourniquet-like effect with the dressing.
- Applied a tourniquet, if necessary.
 - Improvised tourniquet, if used, was at least 2 inches wide.
 - Tourniquet was placed at least 2 inches above the wound between the wound and the heart but not on a joint or directly over a wound or a fracture.
 - Tourniquet was properly applied and secured.
- Performed steps 1 through 5, as necessary, in sequence.
- If a tourniquet was applied, marked the casualty's forehead with a letter T and the time.
- If applicable and the situation allowed, saved severed limbs or body parts and transported them with the casualty.
- Watched the casualty closely for life-threatening conditions, checked for other injuries (if necessary), and treated for shock. Sought medical aid.

GO NO-GO

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO GO if any performance measure is failed. If the Soldier scores NO GO on any performance measure, show or tell the Soldier what was done wrong and how to do it correctly.

References

Required
None

Related

FM 4-25.11
GTA 08-05-063

RECONDO First Aid Test

Perform First Aid for an Open Chest Wound

081-831-1026

Performance Measures

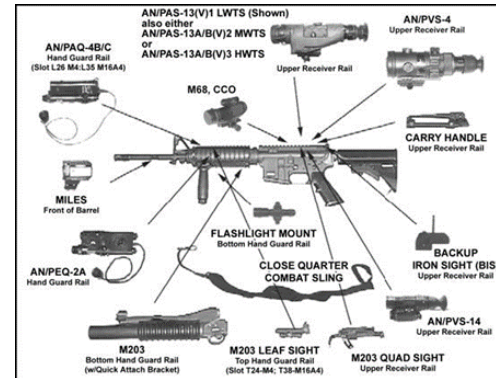
- Uncovered the wound unless clothing was stuck to the wound or a chemical environment existed.
- Applied airtight material over the wound without touching the inner surface of the airtight material.
 - Fully opened the outer wrapper of the casualty's dressing or other airtight material.
 - Applied the inner surface of the outer wrapper or other airtight material directly over the wound after the casualty exhaled completely.
 - Held the material in place by taping on three sides and then monitored the casualty for development of a tension pneumothorax.
- Applied the casualty's dressing.
 - Applied the dressing/pad, white side down, directly over the airtight material.
 - Had the casualty breathe normally.
 - Maintained pressure on the dressing while wrapping the tails (or elastic bandage) around the body and back to the starting point.
 - For a field dressing, tied the tails into a nonslip knot over the center of the dressing after the casualty exhaled completely. For an emergency bandage, passed the tail through the plastic pressure device, reversed the tail while applying pressure, continued to wrap the tail around the body, and secured the plastic fastening clip to the last turn of the wrap.
 - Ensured that the dressing was secured without interfering with breathing.
- When practical, applied direct manual pressure over the dressing for 5 to 10 minutes to help control the bleeding.
- Positioned the casualty on the injured side or in a sitting position, whichever made breathing easier.
- Performed needle chest decompression, if necessary.
 - Located the correct insertion site.
 - Inserted the needle until the chest cavity was penetrated.
 - Withdrew the needle while holding the catheter in place, and secured the catheter to the chest wall with tape.
- Performed steps 1 through 6 in the correct sequence.
- Watched the casualty closely for life-threatening conditions, checked for other injuries (if necessary), and treated for shock. Sought medical aid.

Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO GO if any performance measure is failed. If the Soldier scores NO GO on any performance measure, show or tell the Soldier what was done wrong and how to do it correctly.

References
Required
None

Related
FM 4-25.11

Weapon Systems

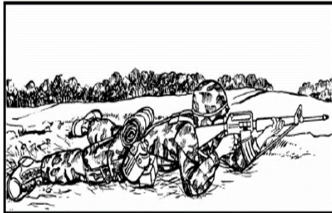


M4/M16

The M4-series rifle is the primary weapon system used by the Army. All Army members should be proficient in the use of the M4 rifle. All M16-/M4-series weapons are magazine-fed, gas-operated, air-cooled, shoulder-fired 5.56-millimeter weapons. This section describes the general characteristics and components of M16-/M4-series weapons. (FM 3-22.9 Apr 2003 / 4-8 / PDF 84)

CHARACTERISTICS	M4- Series
WEIGHT (lb)	
Without magazine and sling	6.49
With sling and loaded 30- round magazine	7.50
LENGTH (in)	
Buttstock closed	29.75
Buttstock open	33.0
OPERATIONAL CHARACTERISTICS	
Barrel rifling-right hand 1 twist	7
Muzzle Velocity	2,970
Cyclic rate of fire (rounds per min)	700-900
MAXIMUM EFFECTIVE RATE OF FIRE (rounds per min)	
Semiautomatic	45
3-round burst	90
RANGE (m)	
Maximum range	3600
Maximum effective range:	500
Point target	600
Area target	
Ammunition (mm)	
	5.56

RECONDO First Aid Test



Non-firing elbow under rifle for stability. Use the bone not the muscle for support, this will eliminate muscle fatigue and rest your magazine on the ground for added support.



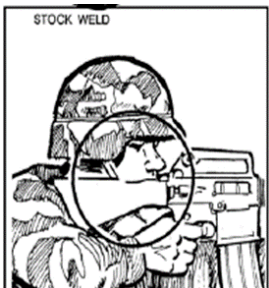
Non-firing hand grip is light with slight reward pressure



The rifle butt is placed in the pocket of the firing shoulder



The firing hand forms a "V" and is placed behind the pistol grip wrapping the three lower fingers around the grip under the trigger assembly with the slight rearward pressure.



Get a good cheek to stock weld, insure that you have the same weld each time

Perform First Aid to Restore Breathing and/or Pulse 081-831-1023

Performance Measures

1. Positioned the casualty.
2. Opened the airway using the head-tilt/chin-lift method.
3. Checked for breathing.
 - a. Looked, listened, and felt for signs of respiration.
 - b. Inserted an NPA, if necessary.
4. Gave breaths to ensure an open airway.
5. Repositioned the casualty's head and repeated breaths, if necessary.
6. Performed chest compressions to clear the airway, if necessary.
7. Looked for a foreign object in the casualty's mouth and removed it, if necessary. (Did NOT perform a blind finger sweep.)
8. Checked for a pulse.
9. Continued mouth-to-mouth or mouth-to-nose resuscitation or CPR, as required.
10. Rechecked for pulse and breathing, as required.
11. Performed all necessary steps in the correct sequence.
12. Once the casualty was breathing and had a pulse, placed him/her in the recovery position. Watched the casualty closely for life-threatening conditions, maintained an open airway, and checked for other injuries, if necessary.

GO NO-GO

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Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO GO if any performance measure is failed. If the Soldier scores NO GO on any performance measure, show or tell the Soldier what was done wrong and how to do it correctly.

References

Required
None

Related
DVC 08-15
FM 4-25.11

RECONDO First Aid Test

Evaluate a Casualty (Tactical Combat Casualty Care)

081-831-1001

Performance Measures

GO NO-GO

1. Performed care under fire.
 - a. Suppressed enemy fire to keep the casualty from sustaining additional wounds.
 - b. Encouraged responsive casualties to protect themselves and perform self-aid, if able.
 - c. Administered life-saving hemorrhage control.
 - d. Transported the casualties, weapons, and mission-essential equipment, when the tactical situation permitted.
2. Performed tactical field care.
 - a. Checked for responsiveness.
 - b. Positioned the casualty and opened the airway.
 - c. Assessed for breathing and chest injuries.
 - d. Identified and controlled bleeding.
 - e. Checked for fractures.
 - f. Checked for burns.
 - g. Administered pain medications and antibiotics, if appropriate.
 - h. Documented the casualty's injuries and treatment given on the field medical card, if applicable.
 - i. Transported the casualty to the site where evacuation is anticipated.
3. Monitored an unconscious casualty's airway, breathing, and bleeding during casualty evacuation.
4. Performed all necessary steps in sequence.
5. Identified all wounds and/or conditions.

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Evaluation Guidance: Score the Soldier GO if all performance measures are passed. Score the Soldier NO GO if any performance measure is failed. If the Soldier scores NO GO on any performance measure, show or tell the Soldier what was done wrong and how to do it correctly.

References

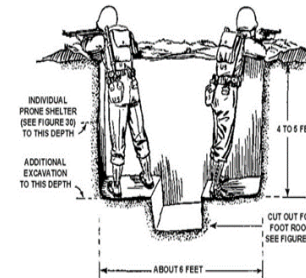
Required
None

Related
AR 40-66
FM 4-25.11

Marksanship

Firing positions Preliminary Marksmanship Training (PMT), the two positions

1. Individual Foxhole supported



2. Basic Prone unsupported



The procedures and techniques for implementing the total Army rifle marksmanship training strategy are based on the concept that Soldiers must become skilled marksmen. FM 7-0 stresses marksmanship as the paramount Soldier skill. Further, Soldiers should understand common firing principles and be confident in applying their firing skills in combat. Unit leaders accomplish proficiency through practice supervised by qualified instructors/trainers and thorough objective performance assessments.

Safety

1. Keep in mind the four general rules: Always assume that the weapon is loaded. Insure that the weapon is clear when you receive it.
 2. Always know the condition of your weapon.
 3. Do not point the weapon at anything that you are not willing to destroy or fire upon.
 4. Keep your finger off the trigger and the weapon pointed in a safe direction until you are ready to fire.
- Be aware of your target and the area behind it.

The four fundamentals of marksmanship

1. Steady Position
2. Proper Aim (Sight Picture)
3. Breathing
4. Trigger Squeeze

When a weapon ceases to fire due to a stoppage resulting from mechanical failure of the weapon, magazine or ammo this is known as a weapon malfunction. SPORTS is the step by step procedure used to correct malfunction. **The acronym SPORTS** Slap, Pull, Observe, Release, Tap and Shoot

(FM 3-22.9 Apr 2003 / 4-6 / PDF 82)