

Research Note 82-20

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EVALUATION/REFINEMENT OF A DRAFT GUIDELINE
FOR PREPARING INFANTRY BATTLE DRILLS

J.M. Barron and T.L. Avant
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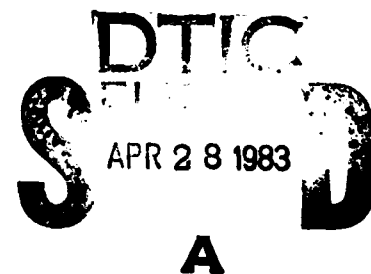
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item #20- continued

of the ARI in-house research effort was the development of a Guidelines for Designing Drill Training Packages (Hiller, Hardy, and Meliza, in preparation) which provides directions on how to develop drills. This report describes a process used to evaluate/critique the guideline. It offers observations on and recommended revisions to the January 1982 draft.

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Evaluation of a Draft Guideline for Preparing Infantry Battle Drills

Requirements

This report describes the procedures followed in evaluating and refining a draft guideline for preparing battle drills. It makes specific observations/recommendations on a January 1982 ARI draft Guideline for Designing Drill Training Packages (Jack H. Hiller, G. David Hardy, and Larry L. Meliza).

Procedure and Findings

The evaluation was conducted in three general phases:

- Initial development phase
- Follow-on draft testing phase
- General critique phase

Sample drill products of the first two phases are included as appendices to the report.

The general critique concurs in the logical development of the guideline. It does offer some specific recommendations to reduce redundancies and improve the conceptual presentation of the guideline. These recommended revisions appear in Appendix D.

Utilization of Findings

The guideline is to be used by the Army Training Board (ATB) in the directives to be issued for establishing the development of Drill Training Packages (DTPs) within the Army.

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BACKGROUND

Cutbacks in TRADOC resources for resident institutional training have placed a heavy individual-soldier-training load on units. Units traditionally have concentrated on collective training which builds on those individual skills imparted at the schools and training centers. Furthermore, the collective-training load has itself effectively grown through adoption of the relatively unstructured Army Training and Evaluation Program (ARTEP), with its many mission- and task-training requirements, in place of the highly structured step-by-step Army training programs. And all the while, the time available to prepare for and conduct training in units has effectively shrunk because of: low ability of soldiers to learn; low NCO and junior-officer fill; inexperienced trainers; the high turnover/turbulence of training managers, trainers, and trainees; and the need to perform garrison chores formerly performed by civilians. In sum, unit leaders grapple daily with practical problems so critical that training, and thus combat readiness, is directly affected.

As part of the overall project on the "Development of the Individual Extension Training System (IETS) Through the Company/Battery Level: Field Test," an ARI in-house work unit developed a concept of integrating individual and collective training for small units (e.g., rifle squad, fireteam) (see Meliza, L., Hardy, G.D., and Hiller, J.H., Development of an Integrated Individual and Collective Training System, in preparation, 1982). The essence of this concept is to analyze the ARTEP missions to identify "chunks" or "slices" of battle. Each of these "slices" or segments would be the basis for conducting specific training in the form of drills. This training would involve demonstrated proficiency of the personnel involved on all individual and collective skills required for the performance of each drill segment. A specific product of the ARI in-house research effort was the development of a Guideline for Designing Drill Training Packages which provides directions on how to analyze ARTEP missions to identify meaningful "Drills" and provides guidance for the preparation of associated training materials to be used by trainers and training managers. The work effort discussed in this report provided a process for the evaluation/refinement of the draft guideline for preparing infantry battle drills. This report provides a summary of the various working phases of the project and some overall observations/recommendations concerning the final ARI draft Guideline

for Designing Drill Training Packages dated January 1982.

METHODOLOGY

As noted, the purpose of this effort was to provide constructive feedback during the development of the draft guideline based on its direct trial implementation by project staff. Where required in this review process, it was assumed, for specificity, that the guideline was being employed by infantry trainers (light and mechanized) although a broader user group was also envisioned by the review team. This working process, in effect, provided a practical test environment to examine the adequacy of the various parts of the guidance to explicitly convey their intended meaning.

In practice, this procedure led to a sequence of implementation-feedback loops. The effort to critique the guideline included three working phases as illustrated in Figure 1. Each of these working phases will be described in more detail below.

The working products produced in the first two phases included:

- Listings of selected ARTEP training tasks;
- development of a candidate list of drills;
- development of training objectives; and
- development of training material.

Five to six project staff members were involved in the development activities of each phase. This provided valuable internal staff dialogue during the test product development. It also provided a good sample base for evaluating the guideline as a vehicle for communicating the drill development procedures.

WORKING PHASE	ARI ACTIONS	MGA ACTIONS	TIME PROVIDED (1981-82) (approximate)
Initial Development	Initial Working Draft ↓ Revised Working Drafts	Working Product (Light Infantry) ↑	March-June
Follow-on Draft Testing	↓ Final Draft	Working Product (Mechanized Infantry) ↑	July-October
General Critique	Final Draft ↓ Final Report/Critique Recommendation	Final Report/Critique Recommendation ↑	November-February

FIGURE 1: TASK 3 WORKING PROCESS

WORKING PROCEDURES

The development of the Guideline itself took a period of several months, the completed draft being delivered in January 1982. During its preparation, various partial drafts were used as the basis for a continuing interstaff critique/dialogue between ARI and MGA. As mentioned earlier, this on-going dialogue could be characterized by three general working phases which spanned the contract period.

A. Initial Development Phase

This initial stage focused on the interrelationships and roles of the various key training documents (ARTEP/Soldier Manuals/Technical publications, etc.) in the formulation and support of the Battle Drill concept. It also provided the project staff the opportunity to apply the guidance contained in an initial draft guideline to the development of a series of Battle Drill Task Objectives for the light infantry. ARTEP 7-15 was the primary source document with Draft ARTEP 71-2 as backup material. This provided a rich opportunity to raise important definitional questions with ARI staff members.

B. Follow-on Draft Testing Phase

This phase began with receipt by the project staff of a redraft of the Guidelines in July 1981. In this case, ARTEP 71-2 became the principal source document and drill development testing was focused on the mechanized infantry squad/platoon. Procedures similar to Phase I were followed with five project staff members producing working drafts of several Drill Training Objectives. These were again critiqued by ARI and resulted in an interstaff working dialogue. During this phase, the MGA project leader with ARI staff members visited the TRADOC Army Training Board, Fort Monroe, and the Infantry School at Fort Benning.

C. General Critique Phase

This phase constituted the later stages of the project, up to and including this final report. The objective in this phase was to offer constructive

comments/recommendations on improving the overall Guideline as a functional tool/vehicle for the development of drills by developers within all of the Combat Arms of the U.S. Army.

Each of these phases will be addressed separately in the following sections.

INITIAL DEVELOPMENT PHASE

Initial work on the project included extensive dialogue between the MGA project leader and the ARI staff team working on the development of the Guideline document in order to build an adequate MGA staff library. In late April 1981, a working draft of Alternative 2 of the Guideline for Designing Battle Drill Training Packages was received by MGA. This guideline was intended to be used with ARTEP 7-15, with Draft ARTEP 71-2 as a backup document. During this phase, drill development was focused on Light Infantry Squad/Platoon.

Initial orientation of the MGA professional staff began with briefings/discussions on:

- Organization and use of ARTEP 7-15;
- organization and use of Soldiers Manuals FM-1 IB1, 2 and 3;
- organization and use of FM 7-8; and
- the first three steps of the Guideline.

Five project staff members (exclusive of the project leader) were each assigned one or two ARTEP missions to analyze independently, using the initial guideline's Audit Trail Worksheet, Figure 2. Two operational definitions were agreed to:

- "Conditions" were defined as cueing or context/constraint items; and
- "Standards" were defined as steps/task and performance criteria for the drill.

ARTEP MISSION: _____

TASK: _____

CONDITIONS

STANDARDS

TENTATIVE
BATTLE DRILLS

FINALIZED
BATTLE DRILLS

FIGURE 2: AUDIT TRAIL WORKSHEET (INITIAL)

Questions, problems, or discrepancies were recorded on a Problem/Solution form, Figure 3.

After each mission had been individually analyzed, the group reconvened and built a joint, first-cut Mission/Task/Condition/Standard matrix of their results. From this list, a set of Potential Battle Drills were agreed on by consensus as meeting drill criteria. These included the following infantry drill scenarios:

- Movement techniques
- Crossing a danger area
- Reaction to enemy contact-return fire
- Reaction to enemy contact-fight through
- Reaction to enemy contact-break contact
- Hasty ambush
- Support assault as overwatch element
- Reorganization after assault
- Prepare ambush site
- Conduct ambush
- Passage of lines
- Search objective area
- Establish and reassemble at objective rally point (ORP)
- Squad occupies definitive position in a building.

Five project staff members were assigned a set of these potential drills to develop into Battle Drill Task Objectives (see Appendix A). These objectives were then critiqued by the ARI staff. Following this, joint working-staff meetings were held to discuss specific recommendations concerning the draft guideline.

PROBLEM LOG
FOR
GUIDELINE FOR DESIGNING BATTLE DRILL TRAINING PACKAGES

PROBLEM	SOLUTION

FIGURE 3: PROBLEM LOG

A summary of the main problems encountered by the MGA staff during the initial phase included:

- What level of specificity is desired within a drill?
- What is an operational definition of a "slice of battle"?
- How many soldiers in a squad should be involved in a drill?
Should standards for each be addressed?
- What level of redundancy of actions is acceptable across Battle Drills? How is it determined?
- What constitutes too many actions in a drill?

The results of the insights and problems encountered during this phase were noted by the ARI staff. The next version of the guideline became the basis for additional testing and dialogue for the next phase of guideline development.

FOLLOW-ON DRAFT TESTING PHASE

This phase began in the July time frame with receipt of a revised draft of the ARI staff guideline. It was agreed to test this draft guideline in a mechanized infantry drill environment. Also, ARTEP 71-2 would be used as the source for Mission/Task definition. Internal briefings/lectures were held to familiarize the MGA professional staff with all aspects of mechanized infantry training materials. Each staff member was provided a library of source documents. Based on the experience gained during the first phase, it was decided to structure this phase into four separate steps to enhance the critique and dialogue:

- Drill definition;
- drill Task Objective development;
- drill Training Guide development; and
- roadmap development.

A. Drill Definition

Following the orientation period, each of the five project staff members was assigned a mission area from ARTEP 71-2 for individual analysis.

Anticipating the need for an integrated activity (scenario) classification, each member of the group was asked to include all task/standards of the assigned mission in the format shown in Figure 4. An integrated Activity Classification matrix was formed. From this, an initial list of potential drills was formed with the requirement for at least one potential drill from each activity classification. Following this, the initial list was filtered using the drill selection criteria shown in Figure 5.

Based on this procedure, an initial list of candidate drills was developed as shown in Table 1. This list then became the basis for inter ARI-MGA staff dialogue.

Following a series of discussions between MGA and ARI staff, a list of candidate drills was agreed to as the basis for step 2, Drill Task Objective development, as shown in Table 2. This list was also used as a feedback structure for discussions with ATB at Fort Monroe and the Infantry School at Fort Benning on a joint MGA/ARI staff visit.

ACTIVITY CLASSIFICATION	MISSION _____ ARTEP 71-2
	TASK/STANDARDS
	SQUAD PLATOON
Preparation	
Movement/ Deployment	
Engagement (Initiating Activities)	
Engagement (Reactive Activities)	
Regrouping	

FIGURE 4: ACTIVITY CLASSIFICATION GROUPINGS

CANDIDATE DRILLS

SELECTION CRITERIA	1.	2.	3.
Battle Related?			
All Members Involved?			
Involve Physical Movements?			
Is It Observable Performance?			
At Appropriate Skill Level?			
Does It Have Logical Begin/End?			
Drill Completed 15-30 Minutes?			
Non-Hazardous?			
Non-Redundant? (With Other Drills)			
NET EVALUATION			

FIGURE 5: DRILL SELECTION CRITERIA

TABLE 1: CANDIDATE DRILLS

1. COMBAT LOAD FOR ASSAULT (NBC ENVIRONMENT)
2. MOVE IN TRAVELING OVERWATCH (MOUNTED)
3. MOVE IN BOUNDING OVERWATCH
MOUNTED
DISMOUNTED
4. TAKE ACTION ON CONTACT-BRDM/ATGM
MOUNTED (IN ATTACK)
DISMOUNTED (IN OVERWATCH DURING MOVEMENT)
5. CONDUCT FIRE AND MANEUVER
6. CONDUCT ASSAULT:
MOUNTED (WITH TANKS)
(WITHOUT TANKS)
DISMOUNTED (WITH TANKS)
(WITHOUT TANKS)
7. CONDUCT ANTI-ARMOR AMBUSH
8. REACT TO INDIRECT FIRE
MOUNTED
DISMOUNTED
9. DISMOUNT (UNDER FIRE)
10. PREPARE/OCCUPY HASTY BATTLE POSITION
11. REMOUNT/DISENGAGE
12. EMPLACE AT/AP MINES
13. CONSOLIDATE/REORGANIZE

TABLE 2: CANDIDATE SQUAD DRILLS FOR MECHANIZED INFANTRY SQUADS (REVISED)

1. SQUAD MOVES DISMOUNTED
 - a. TRAVELING OVERWATCH
 - b. BOUNDING OVERWATCH
 - c. URBAN AREA
2. SQUAD REACTS TO INDIRECT FIRE, DISMOUNTED
3. CARRIER TEAM MANEUVERS
 - a. REACTS TO CONTACT -- ATGM
 - b. PREPARES TO SUPPORT BY FIRE
 - c. MOVES TO ALTERNATE POSITION
4. SQUAD REACTS TO CONTACT
 - a. DISMOUNTED
 - b. MOUNTED
5. SQUAD OCCUPIES HASTY BATTLE POSITION, DISMOUNTED WITH CARRIER
6. MANEUVER TEAM DISMOUNTS UNDER FIRE
7. SQUAD EMPLOYS DIRECT FIRE (CONCENTRATES/DISTRIBUTES FIRE)
8. SQUAD PROVIDES COVERING FIRE
9. SQUAD EXECUTES FIRE AND MANEUVER
10. SQUAD DISENGAGES
 - a. REMOUNTS
 - b. EXTRACTS MANEUVER TEAM
11. SQUAD ASSAULTS DISMOUNTED AND CONSOLIDATES/REORGANIZES (WITH CARRIER)
12. SQUAD FIGHTS IN RESTRICTIVE AREAS
 - a. CLEARS A TRENCHLINE
 - b. CLEARS A ROOM/BUILDING
 - c. OCCUPIES HASTY DEFENSE POSITION (URBAN AREA)
13. SQUAD CONDUCTS ANTIARMOR AMBUSH
 - a. OCCUPIES AMBUSH POSITION
 - b. EXECUTES AMBUSH/DISENGAGES

B. Drill Task Objective Development

Each of the project staff members was assigned one or more drills in order to develop, in accordance with the latest draft guideline, a Drill Task Objective document. This provided for more inter-MGA staff exchanges during their collective development. Again, the draft Task Objectives were critiqued and discussed with ARI staff. A sample of six of the Task Objectives associated with the following drills are presented in Appendix B.

1. Squad Moves in Mounted Traveling Overwatch
2. Squad Occupies Hasty Battle Position, Dismounted with Carrier
3. Squad Executes Fire and Maneuver
4. Carrier Team Assaults Mounted
5. Squad Disengages--Remounts
6. Squad Conducts Antiarmor Ambush: Executes Ambush/
Disengages

C. Drill Training Guide Development

Drill Training Guides were developed using the guideline. In general, this step involved less judgment calls and was more procedural in nature. It did, however, require a sound working knowledge of background training materials used by the soldiers. Six of the Training Guides pertaining to the six drills listed above are presented in Appendix C.

D. Roadmap Development

An important concept in drill development is the notion that drills should logically fit together in a pattern of ascending complexity levels as conceptualized in Figure 6.

COMPLEXITY LEVEL	3	8	9	----	
	2	5	6	7	----
	1	1	2	3	4 ---

DRILLS

FIGURE 6: DRILL COMPLEXITY LEVEL

In general, lower-level drills should:

- Involve less time
- Be accomplished prior to proceeding to the next level (if relevant to that drill)

They can also serve as a completeness and/or redundancy check in the drill definition stage. A series of roadmaps covering squad and platoon drills were submitted to the ARI staff for discussion/critique purposes as shown in Figures 7 through 10.

An additional benefit of the roadmaps is their ready conversion to a working management guide/record for the field trainer.

GENERAL CRITIQUE PHASE

This phase began with receipt of a partial draft of the final ARI guideline in December 1981. It continued up to the writing of this report.

CANDIDATE MECHANIZED INFANTRY SQUAD DRILL ROADMAPS

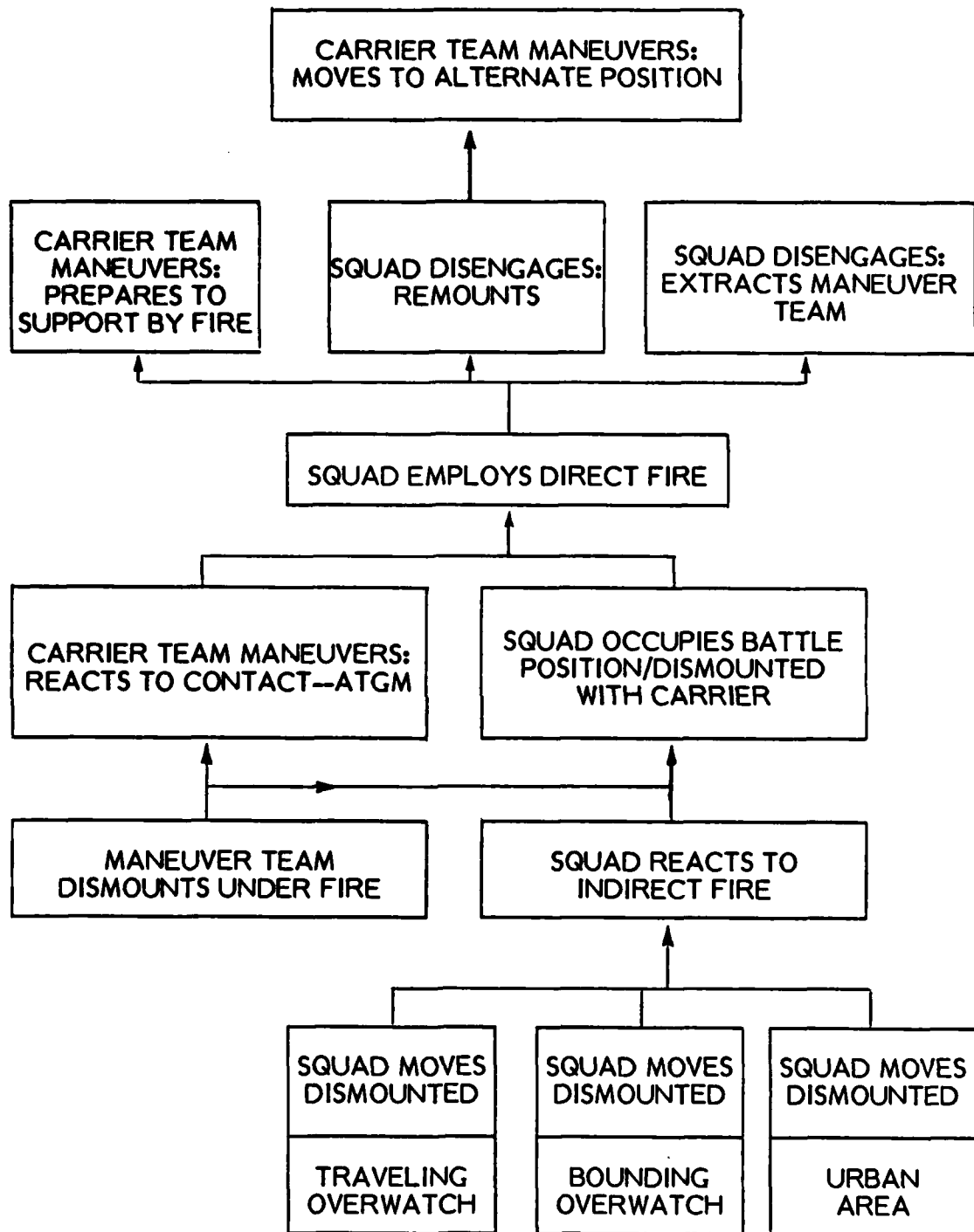


FIGURE 7: DRILL ROADMAP SQUAD REACTIVE SEQUENCES

CANDIDATE MECHANIZED INFANTRY SQUAD DRILL ROADMAPS

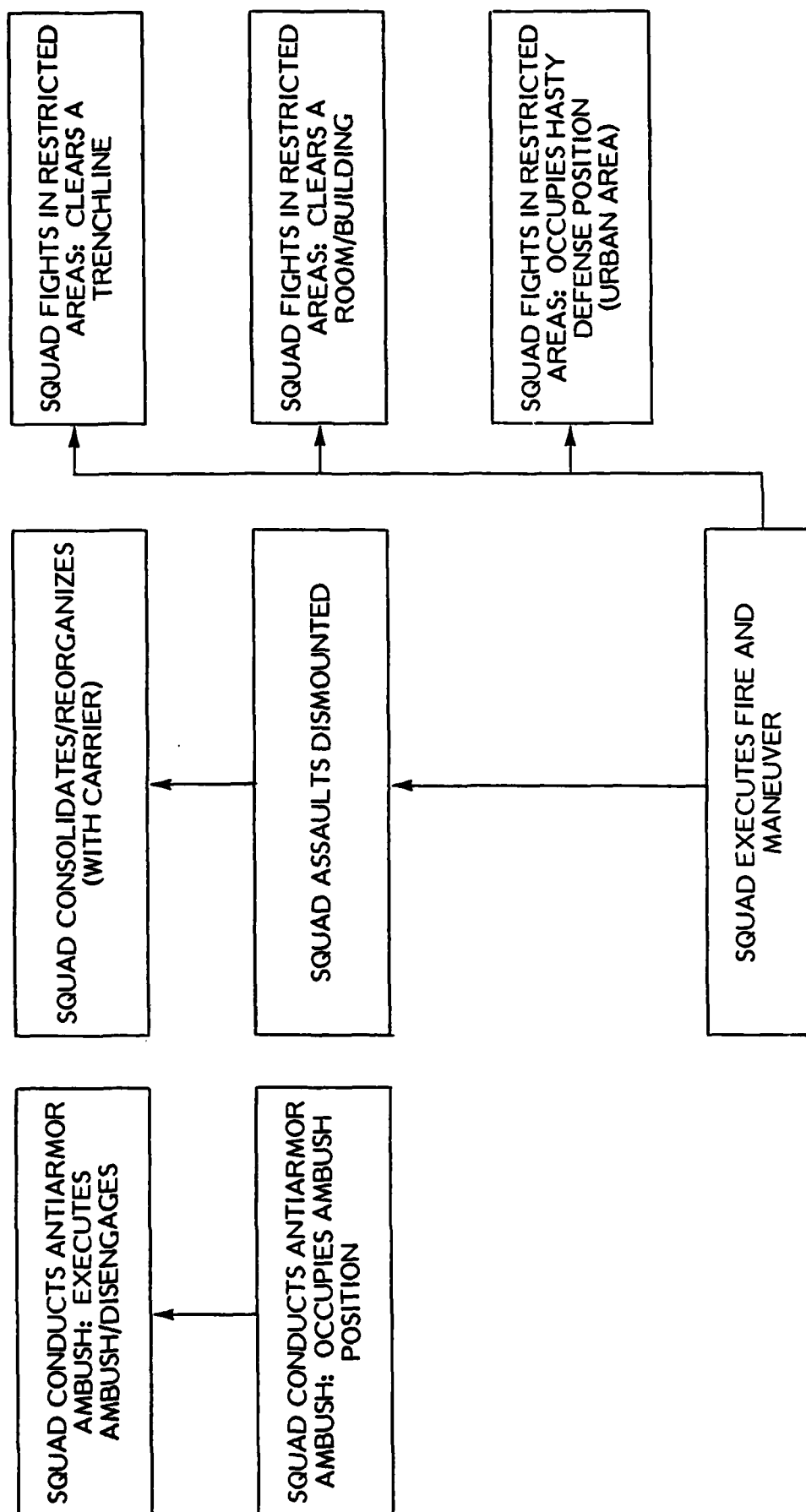


FIGURE 8: DRILL ROADMAP SQUAD INITIATING SEQUENCES

CANDIDATE MECHANIZED INFANTRY PLATOON DRILL ROADMAPS

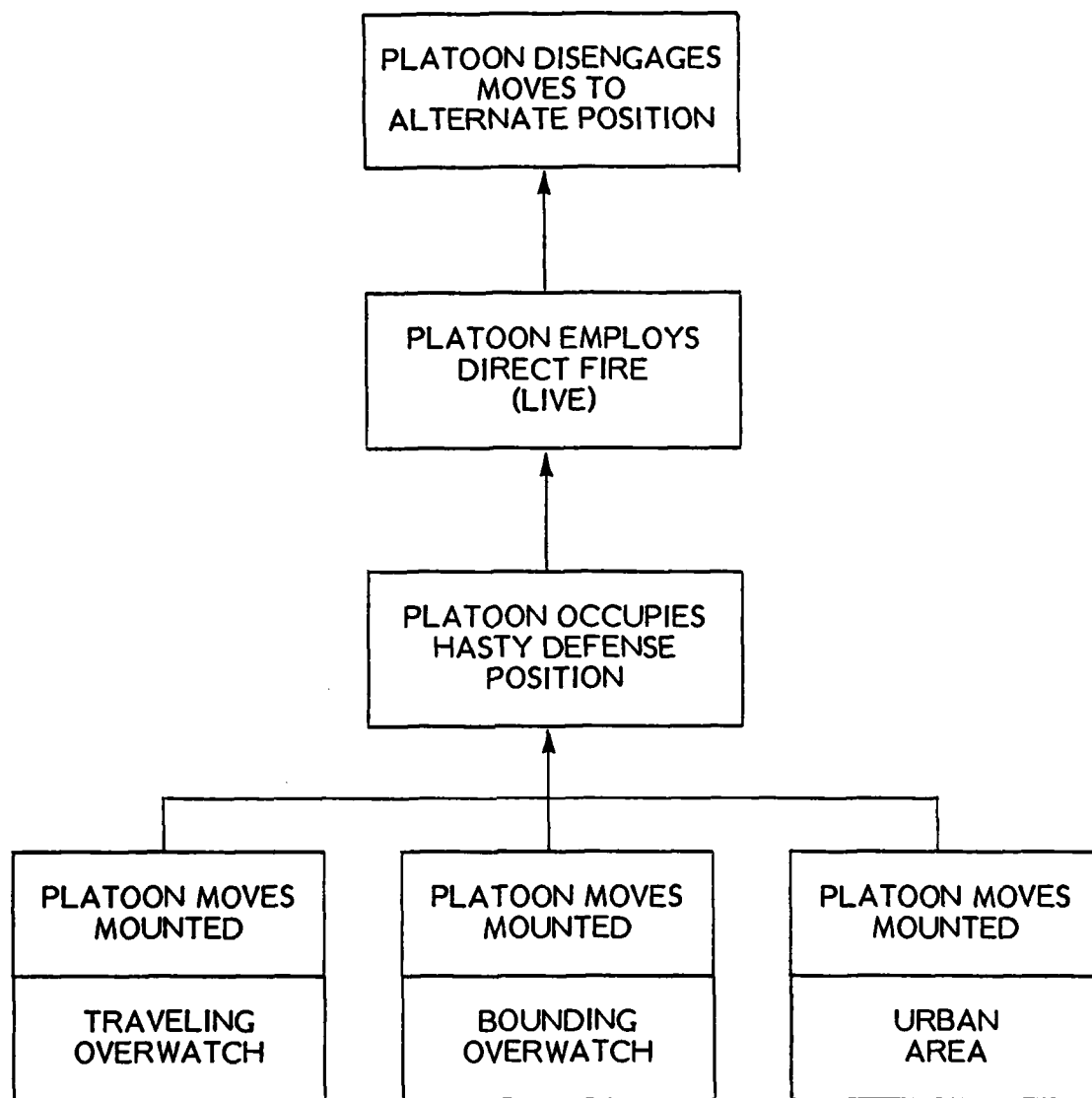


FIGURE 9: DRILL ROADMAP PLATOON REACTIVE SEQUENCES

CANDIDATE MECHANIZED INFANTRY PLATOON DRILL ROADMAPS

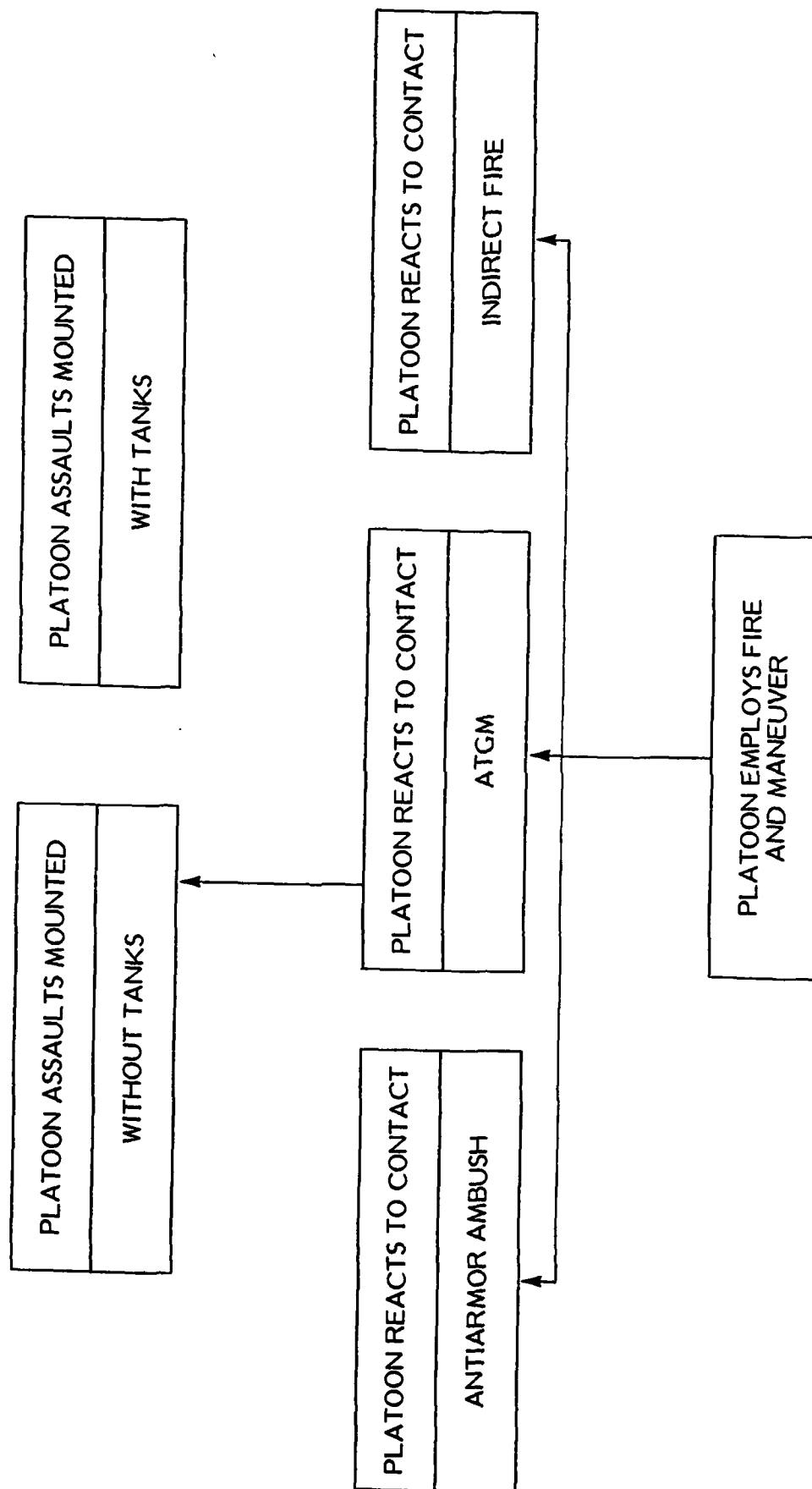


FIGURE 10: DRILL ROADMAP PLATOON INITIATING SEQUENCES

Each of the project staff members who were active in the first two phases of the project participated in this final critique. Additionally, a project staff member having significant infantry experience and not involved in the previous phases, contributed to the overall critique. This latter staff review was considered useful to temper any inadvertent biases generated over an extended working period.

The main aim of this phase was directed at providing a guideline of practical use to managers in their working environment. It was also meant to support the concept of drill training as a most direct and useful method for improving the quality of Combat Arms Training in the U.S. Army. It is the consensus of the MGA staff that the research approach taken by the ARI staff in the development of a drill guideline can result in a training tool lending significant leverage to unit trainers. The Observations/Recommendations that follow are offered with the foregoing points in mind.

OBSERVATIONS

Observation 1

- The main body of the guideline document is too wordy and/or redundant.

Discussion:

This is a cause/effect relationship. The danger here is that a good and powerful concept may appear unnecessarily complex to the audience it was intended to help.

Observation 2

- Too much effort is devoted to explaining a concept that in itself has immediate and rich contextual meaning in the user environment.

Discussion:

More advantage should be taken of the strong heuristic meaning that the concept "drill" has in the soldier's environment. In a sense, it can almost be accepted as a given concept and go lightly on micro-exposition. Clearly, however, there is need to constructively channel the developer's creativity to bound practically the number of drills. More on this below.

Observation 3

- More use should be made of diagrams and concept sketches to reach the user.

Discussion:

This is related to the observations previously made. While the guideline document follows a good logic train, it over emphasizes language as the communicative vehicle. Within this particular user environment, a picture (diagram/concept sketch) may be worth many thousands of words.

Observation 4

- Some aids to bounding the limits on scenario development/selection are needed along with a simpler conceptual presentation of the relationship of individual skills to ARTEP missions.

Discussion:

By far, one of the most difficult tasks the review group encountered involved decisions on the list of drills. On one extreme you can have a drill for micro-evolutions while on the other too few can cover up real opportunities for bite-sized "slices of battle." Some complete characterization of the entire battle related scenario domain could be useful. In particular, one such scenario activity classification that was useful to the group included the following compartmentalizing of the potential battle environment:

- Battle preparation
- Movement/Deployment
- Engagement (Initiating)
- Engagement (Reactive)
- Regrouping

RECOMMENDATIONS

1. That the guideline be reformatted to have the chapters revised having much of the detailed material going to Appendices. This reader-sensitive approach to the front end of the document could capitalize on diagrams and an abbreviated written format. The Critique Index shown in Table 3 (amplified in Appendix D) indicates recommended revisions.
2. That a "Managers Working Guides" chapter (Chapter 5) be added as presented in Appendix D.
3. That a mini field-test phase be included in the process of Drill Training Package (DTP) development as a step prior to package publication.

TABLE 3: CRITIQUE INDEX

Index Code (Chap/App-Nos.)	Page(s)	Para(s)	Line(s)	Remarks
1 - 1	5	2	5	Add Table (1-1) <u>Contents of Drill Training Package (DTP)</u> . Insert reference statement.
1 - 2	5	3	6	Add Figure (1-1) <u>Guideline Overview</u> . Insert reference statement.
2 - 1	8	1	6	Change title Column 4 of Audit Trail Worksheet.
2 - 2	8 - 18	all	all	Revise/condense the description of Step 1.
2 - 3	19	2	6	Substitute "Related Tasks" for "Correlation."
2 - 4	20	2	7	Add Figure (2-1): Drill Selection Criteria.
2 - 5	29	2	1	Insert statement following Step 2 that Audit Trail Worksheet complete.
2 - 6	21-24	3-all	3-all	Put detailed explanation in Appendix B.
2 - 7	26-32	2-all	2-all	Reword Step 4 and put detailed explanation in Appendix B.
3 - 1	34	1	7	Add explanatory paragraph prior to describing procedures.
3 - 2	34-42	2-all	1-all	Rewrite Step 1 to show Drill Trainer's Guide format only. Put detailed discussion in Appendix C.
4 - 1	47-50	3-all	1-all	Details to Appendix E.
5 - 1	new			Add Chapter 5: Drill Manager's Working Guides.
B-1	20-32	all	all	Add to Appendix B.
C-1	34-42	all	all	Add to Appendix C.
E-1	47-50	all	all	Add to Appendix E.

APPENDIX A

SAMPLE TRAINING OBJECTIVES

(LIGHT INFANTRY)

Movement Techniques

Crossing A Danger Area

Reaction to Enemy Contact: Break Contact

Reaction to Enemy Contact: Return Fire

Reaction to Enemy Contact: Fight Through

Squad Occupies Defensive Positions in a Building

Support Assault as Overwatch Element

Reorganization After Assault

Passage of Lines

Search Objective Area

Establish and Reassemble at Objective Rally Point (ORP)

Prepare/Occupy Ambush Site

Conduct Ambush

ARTEP MISSION: TASK:	MOVEMENT TO CONTACT MOVEMENT TO GAIN CONTACT (9-1-A)
ARTEP MISSION: TASK:	AREA RECONNAISSANCE PATROL CONDUCT AN AREA RECONNAISSANCE PATROL (9-3-B)
ARTEP MISSION: TASK:	FORCED MARCH/LIVE FIRE EXERCISE CONDUCT FORCED MARCH (9-6-A)
ARTEP MISSION: TASK:	RAID MOVE TO THE OBJECTIVE AREA (9-7-B)
ARTEP MISSION: TASK:	AMBUSH PATROL MOVE TO THE AMBUSH SITE (9-8-B)

PRIOR DRILLS: N/A

TITLE: MOVEMENT TECHNIQUES

SQUAD MOVES USING ONE OF THREE TRAVELING TECHNIQUES.

BATTLE DRILL TASKS:

CONDITIONS:

FRIENDLY:

SQUAD IS ASSIGNED AS THE POINT SQUAD OF THE ADVANCE PARTY OF A LARGER FORCE AND IS CONDUCTING A MOVE TO CONTACT IN DAYLIGHT OR DARKNESS. SQUAD WILL CONDUCT THE MOVE USING THE APPROPRIATE MOVEMENT TECHNIQUE OR SPECIFIED BY THE TACTICAL SITUATION PRESENTED BY THE SQUAD LEADER FRAGO.

ENEMY:

FOR THE PAST 2 DAYS THE OPFOR HAS BEEN WITHDRAWING AND HAS SUCCEEDED IN BREAKING CONTACT. SNIPER TEAMS HAVE BEEN LEFT BEHIND TO HARASS FRIENDLY FORCES.

TITLE: MOVEMENT TECHNIQUES

SET-UP INSTRUCTIONS:

TRAINING SITE:

AREA SUITABLE FOR SQUAD MANEUVERS ABOUT 2 KM SQUARE.

SQUAD/FIRE TEAM
PREPARATION:

1. TOE WEAPONS/EQUIPMENT WILL BE ASSIGNED BY SQUAD LEADER.
2. TEAM LEADERS WILL BE ASSIGNED/BRIEFED BY SQUAD LEADER.
3. SQUAD LEADER HAS MAP AND COMPASS.
4. SQUAD LEADER BRIEFS ON COMMUNICATION PROCEDURES.

OPFOR REQUIREMENTS:

N/A

START/FINISH INSTRUCTIONS:

ON VISUAL SIGNAL FROM SQUAD LEADER.

PERFORMANCE STANDARDS:

1. IN ALL CASES:

- A. THE SQUAD MOVES WITH ONE FIRE TEAM FOLLOWING THE OTHER.
- B. BOTH FIRE TEAMS USE THE WEDGE FORMATION FOR ALL MOVEMENT.
- C. SIDES OF WEDGE ARE CLOSED TOGETHER TO NEGOTIATE NARROW PASSES, MINEFIELDS, OR HEAVY BRUSH, OR WHEN VISIBILITY IS POOR.
- D. WEDGE SPREADS WITHOUT COMMAND AS SOON AS IMPROVED VISIBILITY/TERRAIN IS AVAILABLE.
- E. INTERVAL BETWEEN MEN IS 10 METERS, ADJUSTED AS APPROPRIATE FOR TERRAIN/VISIBILITY.
- F. VISUAL CONTACT BETWEEN FIRE TEAMS IS MAINTAINED.

TITLE: MOVEMENT TECHNIQUES

G. FIRE TEAM LEADERS MOVE AT THE LEAD POSITION OF THEIR FIRE TEAM.

H. THE SQUAD:

- USES AVAILABLE COVER AND CONCEALMENT ALONG ITS ROUTE.
- DOES NOT MOVE DIRECTLY FORWARD FROM COVERED POSITIONS.
- AVOIDS LIKELY AMBUSH SITES AND OTHER DANGER AREAS.
- ENFORCES CAMOUFLAGE AND NOISE DISCIPLINE.

2. TRAVELING:

A. TRAIL TEAM FOLLOWS LEAD TEAM AT A DISTANCE APPROPRIATE FOR TERRAIN/VISIBILITY.

B. BOTH TEAMS MOVE CONTINUOUSLY.

3. TRAVELING OVERWATCH

A. LEAD TEAM MOVES CONTINUOUSLY UNLESS ORDERED OTHERWISE.

B. TRAIL TEAM FOLLOWS LEAD TEAM:

- FAR ENOUGH TO ITS REAR SO IT IS NOT HIT BY SAME FIRE.
- CLOSE ENOUGH TO SUPPORT LEAD TEAM.

C. SQUAD LEADER MOVES AT FRONT OF TRAIL TEAM EXCEPT WHEN VISIBILITY IS POOR.

D. ATTACHED WEAPONS/PERSONNEL MOVE WITH TRAIL FIRE TEAM CLOSE TO AND UNDER DIRECT CONTROL OF SQUAD LEADER.

ARTEP MISSION: AREAS RECONNAISSANCE PATROL
 TASK: CONDUCT AN AREA RECONNAISSANCE
 PATROL (9-3-B)

ARTEP MISSION: AMBUSH PATROL
 TASK: MOVE TO AMBUSH SITE
 (9-8-B)

PRIOR DRILLS: • SQUAD MOVEMENT TECHNIQUES

TITLE: CROSSING A DANGER AREA

BATTLE DRILL TASK:

SQUAD ENCOUNTERS AND CROSSES A DANGER AREA.

CONDITIONS:

FRIENDLY:

SQUAD ON A RECONNAISSANCE MISSION ENCOUNTERS A LARGE OPEN AREA WHICH INCREASES THE CHANCE OF DETECTION BY THE ENEMY.

ENEMY:

N/A

SET-UP INSTRUCTIONS:

TRAINING SITE:

TERRAIN PRESENTS SQUAD WITH A ROAD/TRAIL, STREAM, OR LARGE OPEN AREA.

SQUAD/FIRE TEAM
 PREPARATION:

• SQUAD CARRIES TOE EQUIPMENT.

OPFOR REQUIREMENTS:

N/A

TITLE: CROSSING A DANGER AREA

START/FINISH INSTRUCTIONS:

START:

WHEN SQUAD ENCOUNTERS A ROAD/TRAIL, STREAM OR LARGE OPEN SPACE.

FINISH:

WHEN ALL SQUAD MEMBERS HAVE CROSSED DANGER AREA AND ARE REORGANIZED AT THE FAR SIDE RALLY POINT.

PERFORMANCE STANDARDS:

1. SQUAD ATTEMPTS TO BYPASS DANGER AREA.

2. IF UNABLE TO BYPASS:

A. THE SQUAD LEADER DESIGNATES NEAR AND FAR SIDE RALLY POINTS.

B. THE SQUAD SECURES THE NEAR SIDE. THIS WILL INVOLVE:

- OBSERVATIONS, OR
- POSTING SECURITY TEAMS FAR ENOUGH OUT ON BOTH FLANKS AND TO THE REAR OF THE CROSSING POINT TO GIVE WARNING OF APPROACHING ENEMY AND TO OVERWATCH THE CROSSING OF THE REST OF THE PATROL.

C. THE SQUAD LEADER DESIGNATES A TEAM TO CROSS THE DANGER AREA.

D. THE TEAM QUICKLY CROSSES THE DANGER AREA, RECONNOITERS, AND SECURES A LARGE ENOUGH AREA ON THE FAR SIDE FOR THE ENTIRE SQUAD TO DEPLOY IN.

E. SQUAD LEADER SENDS TWO MEN BACK TO SIGNAL THE REST OF THE SQUAD TO CROSS WHEN HE IS SURE THE FAR SIDE IS SAFE.

F. SQUAD CROSSES THE DANGER AREA USING BOUNDING OVERWATCH OR VARIATIONS OF IT.

G. SECURITY TEAMS CROSS AND REJOIN SQUAD WHEN THE REST OF THE SQUAD HAS CROSSED THE DANGER AREA.

TITLE: CROSSING A DANGER AREA

- H. SQUAD ASSEMBLES AT FAR SIDE RALLY POINT. SQUAD LEADER ACCOUNTS FOR PERSONNEL AND EQUIPMENT.
- I. SQUAD FORMS UP TO CONTINUE MISSION.

ARTEP MISSION: AREA RECONNAISSANCE PATROL
TASK: BREAK CONTACT
(9-3-C)

ARTEP MISSION: AMBUSH PATROL
TASK: SEARCH OBJECTIVE AREA/RETURN TO
FRIENDLY LINES
(9-8-D)

PRIOR DRILLS: • REACT TO ENEMY FIRE

TITLE: REACTION TO ENEMY CONTACT: BREAK CONTACT

BATTLE DRILL TASK:

SQUAD REACTS TO ENEMY CONTACT BY BREAKING CONTACT.

CONDITIONS:

FRIENDLY:

SQUAD IS AMBUSHED OR ENGAGED BY OPFOR FIRE WHILE RETURNING FROM A
PATROL.

ENEMY:

OPFOR SQUAD SURPRISES SQUAD WITH DIRECT FIRE.

SET-UP INSTRUCTIONS:

TRAINING SITE:

PREFERABLY USE AN AREA THAT OFFERS CONCEALMENT OVERWATCH FOR
FRIENDLY AND OPFOR.

SQUAD/FIRE TEAM
PREPARATION:

SQUAD IS MOVING IN TRAVELING OVERWATCH FORMATION.

OPFOR REQUIREMENTS:

- NEED TWO TO FIVE OPFOR SET UP IN AMBUSH ALONG SQUAD'S DIRECTION
OF MARCH FOR FIRST PART OF DRILL.

TITLE: REACTION TO ENEMY CONTACT: BREAK CONTACT

1

- NEED TWO TO FIVE OPFOR MOVING TOWARD FRIENDLY SQUAD FOR RECORD PART OF DRILL. WHEN OPFOR SEES FRIENDLY SQUAD, THEY ASSUME GOOD FIRING POSITIONS AND TAKE FRIENDLY SQUAD UNDER FIRE FROM A DISTANCE.

START/FINISH INSTRUCTIONS:

START:

WHEN SQUAD MAKES UNEXPECTED CONTACT WITH ENEMY.

FINISH:

WHEN CONTACT IS BROKEN OR OPFOR IS DESTROYED.

PERFORMANCE STANDARDS:

1. SQUAD RETURNS FIRE, SEEKS COVER, AND EMPLOYS DIRECT FIRE TO ACHIEVE FIRE SUPERIORITY.
2. SQUAD UTILIZES ARM AND HAND SIGNALS TO COMMUNICATE WITH EACH OTHER IF VISIBILITY IS GOOD.
3. SQUAD UTILIZES APPROPRIATE IMMEDIATE ACTION DRILL (E.G., "FREEZE," "IMMEDIATE ASSAULT," "CLOCK SYSTEM") TO BREAK CONTACT.
4. WHEN A PATROL AND AN ENEMY ELEMENT OF THE SAME SIZE OR SMALLER SEE EACH OTHER AT THE SAME TIME AND AT SUCH CLOSE RANGE THAT FIRE AND MANPOWER IS NOT FEASIBLE:
 - A. MEN NEAREST THE ENEMY OPEN FIRE AND SHOUT, "CONTACT, FRONT (RIGHT, LEFT, OR REAR)."
 - B. SQUAD MOVES SWIFTLY INTO THE ASSAULT.
 - C. SQUAD STOPS THE ASSAULT IF THE ENEMY WITHDRAWS AND BREAKS CONTACT.
 - D. IF ENEMY STANDS AND FIGHTS, THE ASSAULT IS CARRIED THROUGH THE ENEMY AND MOVEMENT IS CONTINUED UNTIL THE ENEMY IS DESTROYED OR CONTACT IS BROKEN.

TITLE: REACTION TO ENEMY CONTACT: BREAK CONTACT

5. WHEN A PATROL AND A LARGER ENEMY ELEMENT SEE EACH OTHER AT THE SAME TIME:
 - A. SQUAD LEADER SHOUTS A DIRECTION AND DISTANCE.
 - B. SQUAD MEMBERS MOVE TOWARD DIRECTION IN RELATION TO PATROL'S DIRECTION OF MARCH (WHICH IS ALWAYS 12 O'CLOCK).
 - C. SQUAD RALLIES AT DESIGNATED DISTANCE AWAY AND CONTINUES MISSION.
6. UPON BREAKING CONTACT, SQUAD MEMBERS ASSEMBLE AT PRESELECTED RALLY POINT.
7. SQUAD DOES NOT SUSTAIN EXCESSIVE CASUALTIES.

ARTEP MISSION: MOVEMENT TO CONTACT
TASK: DEVELOP SITUATION OR REQUEST
ASSISTANCE
(9-1-C)

PRIOR DRILLS: • MOVEMENT TECHNIQUES

TITLE: REACTION TO ENEMY CONTACT-RETURN FIRE

BATTLE DRILL TASK:

SQUAD RETURNS FIRE UPON INITIAL CONTACT WITH ENEMY.

CONDITIONS:

FRIENDLY:

SQUAD IS A DISMOUNTED POINT SQUAD OF THE ADVANCE PARTY OF A LARGER FORCE CONDUCTING MOVEMENT TO CONTACT ON A WITHDRAWING ENEMY FORCE. THE SQUAD IS MOVING IN DAYLIGHT USING A BOUNDING OVERWATCH MOVEMENT TECHNIQUE. THEY ARE BROUGHT UNDER FIRE BY DISMOUNTED INFANTRY ELEMENTS ENGAGED AS COVER FOR THE WITHDRAWAL.

ENEMY:

ENEMY SQUAD IS PART OF A DISMOUNTED INFANTRY PLATOON ASSIGNED TO COVER THE WITHDRAWAL OF MAIN ELEMENTS MOVING TO A NEW DEFENSIVE PERIMETER. THEIR IMMEDIATE ASSIGNMENT IS TO GAIN TIME FOR THE MAIN FORCE.

PERFORMANCE STANDARDS:

1. LEAD TEAM MOVES TO HASTY DEFENSIVE POSITIONS AND RETURNS ENEMY FIRE.
2. OVERWATCH TEAM ENGAGES ENEMY WITH SUPPRESSIVE FIRE AND PROVIDES REAR COVER AS LEAD TEAM TAKES DEFENSIVE POSITION.
3. OVERWATCH TEAM ASSUMES FLANKING MANEUVER ROLE AGAINST OPFOR. AVOIDS MOVING IN SAME ZONE AS THE LEAD FIRE TEAMS.
4. SQUAD LEADER SUBMITS A SPOT REPORT ON CONTACT. REQUESTS SUPPORTING FIRES AS NECESSARY AS SIZE, LOCATION, AND STRENGTH OF ENEMY FORCE BECOME KNOWN.

TITLE: REACTION TO ENEMY CONTACT-RETURN FIRE

SET-UP INSTRUCTIONS:

TRAINING SITE:

TERRAIN MUST BE SUITABLE FOR DISPERSION OF SQUAD FIRE TEAM ELEMENTS.

START/FINISH:

EXERCISE STARTS WITH RELEASE OF VISUAL/AUDIO SIGNAL FROM SQUAD LEADER
SIMULATING ENEMY FIRE.

SQUAD/FIRE TEAM
PREPARATION:

- FIRE TEAM ASSIGNMENTS MADE.
- WEAPONS DISTRIBUTED TO FIRE TEAMS.
- COMMUNICATION PROCEDURES BRIEFED.
- ENEMY SITUATION BRIEFED.

OPFOR REQUIREMENTS:

- THREE POP-UP TARGETS SIMULATING ENEMY INFANTRY SOLDIERS.

ARTEP MISSION: MOVEMENT TO CONTACT
TASK: DEVELOP SITUATION OR REQUEST
ASSISTANCE
(9-1-C)

PRIOR DRILLS: • MOVEMENT TECHNIQUES

TITLE: REACTION TO ENEMY CONTACT - FIGHT THROUGH

BATTLE DRILL TASK:

SQUAD IS MOVING AS PART OF AN ATTACKING FORCE AND MUST NEUTRALIZE ENEMY FORCES LOCATED IN ONE OF THREE POSITIONS:

- ARMORED VEHICLE
- TRENCHES
- BUNKERS

CONDITIONS:

FRIENDLY:

THE SQUAD IS ATTACKING AS PART OF A PLATOON DISMOUNTED ATTACK IN CONJUNCTION WITH TACTICAL OPERATIONS REQUIRING DISMOUNTED MOVEMENT. THE MISSION IS CONDUCTED UNDER ALL ENVIRONMENTAL CONDITIONS, DAY OR NIGHT.

ENEMY:

ENEMY FORCE IS IN WITHDRAWAL PROCESS BACK TO NEW DEFENSIVE POSITIONS. ENEMY ELEMENTS HAVE BEEN ASSIGNED TO COVER THE WITHDRAWAL USING DEFENSIVE POSITIONS THAT INCLUDE:

- ARMORED VEHICLE
- TRENCHES
- BUNKERS

TITLE: REACTION TO ENEMY CONTACT - FIGHT THROUGH

PERFORMANCE STANDARDS:

1. VEHICLE:

- LEAD FIRE TEAM LAYS DOWN FIRE ON VEHICLE ALLOWING TRAILING FIRE TEAM TO MANEUVER TO USE ANTIARMOR WEAPONS PREFERABLY FIRED ON THE FLANKS OR TOP OF VEHICLE.
- SQUAD LEADER REPORTS CONTACT REQUESTING SUPPORT AS NEEDED.
- SQUAD MAINTAINS 360 OBSERVATION/COVERAGE THROUGH ATTACK.

2. TRENCH ASSAULT:

- SQUAD ASSIGNED TO 2 OR 3-MAN BUDDY TEAMS
- SQUAD LEADER SELECTS AN ENTRY POINT AND FIVE TEAMS SUPPRESS THE POINT AND ADJACENT AREAS WITH RIFLES AND MACHINEGUNS.
- A BUDDY TEAM MOVES TO THE ENTRY POINT AND THROWS A GRENADE IN THE TRENCH. THE BUDDY TEAM ENTERS THE TRENCH IMMEDIATELY AFTER THE GRENADE EXPLODES.
- UPON ENTERING THE TRENCH, ONE BUDDY TEAM SECURES AND HOLDS THE SQUAD'S POINT OF ENTRY AND COVERS THE REAR WHILE THE TRENCH IS CLEARED BY THE REMAINING BUDDY TEAM(S).

TRENCH IS CLEARED:

- IN ONLY ONE DIRECTION AT A TIME
- A BUDDY TEAM SECURES EACH CONNECTING TRENCH WHERE IT JOINS THE MAIN TRENCH.
- NO UNSECURED TRENCH SECTIONS ARE LEFT BEHIND THE SQUAD.
- HAND GRENADES ARE THROWN FORWARD/AROUND CORNERS PRIOR TO EXPOSING FRIENDLY TROOPS.
- BUDDY TEAMS ROUND CORNERS FIRING AFTER THE GRENADE EXPLODES.

TITLE: REACTION TO ENEMY CONTACT - FIGHT THROUGH

- AN ADEQUATE INTERVAL IS MAINTAINED BETWEEN BUDDY TEAMS.
 - AS ONE TEAM TAKES CASUALTIES, RUNS OUT OF AMMO, OR SECURES A CONNECTING TRENCH, THE NEXT TEAM PASSES THROUGH.
3. BUNKER(S) ASSAULT:
- SQUAD ATTACKS ONE BUNKER AT A TIME.
 - SQUAD FORMS A FIRE SUPPORT TEAM TO DIRECT FIRE INTO ENTRANCE OR OPENING TO PIN DOWN ITS OCCUPANTS.
 - REMAINING FIRE TEAMS MOVE FORWARD WITH GRENADES OR DEMOLITION CHARGES.
 - ASSAULT FIRE TEAMS APPROACH BUNKER FROM BLIND SIDE WITH DUE CARE FOR MUTUALLY SUPPORTING POSITIONS.

SET-UP INSTRUCTIONS:

TRAINING SITE:

LARGE ENOUGH FOR SQUAD MANEUVER WITH APPROPRIATE TYPE OF EXERCISE TARGET STRUCTURE, I.E.:

- VEHICLE
- TRENCH
- BUNKER

START/FINISH:

ON VISUAL SIGNAL FROM SQUAD LEADER.

SQUAD/FIRE TEAM PREPARATION:

- SQUAD MEMBERS AND FIRE TEAM LEADERS CURRENT ON VARIOUS ASSAULT WEAPONS.
- COMMUNICATION PROCEDURES BRIEFED.

OPFOR REQUIREMENTS:

NONE.

ARTEP MISSION: DEFENSE OF AN URBAN AREA
TASK: OCCUPY HASTY FIRING POSITIONS
(9-5-A)

PRIOR DRILLS: N/A

TITLE: SQUAD OCCUPIES DEFENSIVE POSITIONS IN A BUILDING

BATTLE DRILL TASK:

OCCUPY HASTY FIRING POSITIONS IN A BUILDING

CONDITIONS:

FRIENDLY:

DURING DAYLIGHT HOURS THE PLATOON HAS RECEIVED ORDERS TO DEFEND THE BUILDINGS AT ONE OF THE INTERSECTIONS IN THE BUILT UP AREA.

- YOUR SQUAD WILL DEFEND THE SMALLER BUILDING ON THE RIGHT SIDE OF THE AVENUE OF APPROACH.
- TWO SQUADS AND THE PLATOON LEADER WILL BE LOCATED IN THE LARGER BUILDING ACROSS THE STREET.
- THE OPPOSING FORCE IS A MOTORIZED RIFLE COMPANY WITH ATTACHED TANKS.
- IT IS BELIEVED THAT THEY WILL DESTROY BUILDINGS ONLY WHEN NECESSARY TO SECURE THEIR OBJECTIVE.

ENEMY:

SET-UP INSTRUCTIONS:

TRAINING SITE:

SQUAD IS ASSIGNED A BUILDING LOCATED AT THE INTERSECTION OF TWO ROADS OR STREETS IN AN URBAN AREA OR VILLAGE.

TITLE: SQUAD OCCUPIES DEFENSIVE POSITIONS IN A BUILDING

SQUAD/FIRE TEAM
PREPARATION:

MAKE SURE A LAW AND A DRAGON ARE ATTACHED TO THE SQUAD.

OPFOR REQUIREMENTS:

NOT REQUIRED FOR THIS BATTLE DRILL.

START/FINISH INSTRUCTIONS:

START:

WHEN SQUAD LEADER ASSIGNS FIRE TEAMS THEIR SECTOR OF FIRE.

FINISH:

WHEN THE SQUAD LEADER HAS OBSERVED SQUAD MEMBERS' POSITIONS FROM OUTSIDE AND INSIDE THE BUILDING AND IS SATISFIED THAT THE SQUAD HAS MET THE PERFORMANCE STANDARDS.

PERFORMANCE STANDARDS:

1. SQUAD TAKES UP HASTY POSITIONS.
2. POSITIONS MINIMIZE EXPOSURE TO OPFOR OBSERVATION AND FIRE.
3. POSITIONS LAWS AND DRAGONS WHERE THEY CAN FIRE DOWN STREETS AND ALLEYS.
4. POSITIONS MOST RIFLES AND MACHINEGUNS AT OR NEAR GROUND LEVEL TO PROVIDE:
 - OVERHEAD PROTECTION.
 - GRAZING FIRE DOWN AVENUES OF APPROACH.
5. POSITION OTHER RIFLES AND GRENADES HIGHER TO:
 - GET LONGER RANGE.
 - COVER DEAD SPACE.

ARTEP MISSION: MOVEMENT TO CONTACT
TASK: MOVEMENT TO GAIN CONTACT
(9-1-A)

PRIOR DRILLS: NONE

TITLE: SUPPORT ASSAULT AS OVERWATCH ELEMENT

BATTLE DRILL TASK:

SQUAD TO PROVIDE OVERWATCH SUPPORT FOR PLATOON ASSAULT ON OPFOR ELEMENTS.

CONDITIONS:

FRIENDLY:

SQUAD IS PART OF A LARGER FORCE CONDUCTING AN ATTACK ON A WITHDRAWING ENEMY FORCE IN BOTH DAYLIGHT AND DARKNESS.

ENEMY:

ENEMY FORCES ARE WITHDRAWING UNDER COVER OF DISPERSED ELEMENTS THAT HAVE BEEN POSITIONED TO SLOW THE MOMENTUM AND SPEED OF ADVANCE OF ATTACKING UNITS.

PERFORMANCE STANDARDS:

1. SQUAD OCCUPIES COVERED, CONCEALED POSITION, WHICH PERMITS OBSERVATION AND FIRE ON TERRAIN THE FRIENDLY MOVING ELEMENTS MUST TRAVERSE.
2. TEAM MEMBERS CONTINUOUSLY OBSERVE ITS ASSIGNED AREA. BINOCULARS OR NIGHT VISION DEVICES EMPLOYED AS NECESSARY.
3. SQUAD MEMBERS DETECT OPFOR ELEMENTS AND SQUAD ENGAGES WITH ALL AVAILABLE WEAPONS (WITHIN RANGE CONSTRAINTS) WITHIN 5 SECONDS OF CONTACT.
4. SQUAD SUPPRESSES OR DESTROYS OPFOR ELEMENTS IN ITS ASSIGNED AREA.
5. SQUAD SHIFTS DIRECT AND SUPPORTING FIRES AS THE COVERED ASSAULT ELEMENT CASUALTIES ARE CAUSED BY THE SQUAD FIRES.

TITLE: SUPPORT ASSAULT AS OVERWATCH ELEMENT

SET-UP INSTRUCTIONS:

TRAINING SITE:

LARGE ENOUGH FOR PLATOON SIZE MANEUVER.

START/FINISH INSTRUCTIONS:

ON SIGNAL FROM SQUAD LEADER.

SQUAD/FIRE TEAM
PREPARATION:

- FIRE TEAM MEMBERS CURRENT ON WEAPONS ASSIGNED.
- COMMUNICATION PROCEDURES BRIEFED.

OPFOR REQUIREMENTS:

- POP-UP INFANTRY AND VEHICLE TARGETS.

ARTEP MISSION: MOVEMENT TO CONTACT
TASK: REORGANIZE AND PREPARE FOR NEW
MISSION
(9-1-D)

PRIOR DRILLS: N/A

TITLE: REORGANIZATION AFTER ASSAULT

SQUAD REORGANIZES AFTER COMPLETING AN ASSAULT/ATTACK ON OPFOR.

BATTLE DRILL TASKS:

CONDITIONS:

FRIENDLY:

SQUAD HAS CONDUCTED A SUCCESSFUL ATTACK DURING DAYLIGHT OR DARKNESS. THE SQUAD IS TO REORGANIZE TO PREPARE ITSELF FOR ANOTHER COMBAT ASSIGNMENT.

ENEMY:

N/A

SET-UP INSTRUCTIONS:

TRAINING SITE:

APPROXIMATELY 2 KM SQUARE AREA WITH TERRAIN FEATURES SUITABLE FOR DEFENSIVE SITE.

SQUAD/FIRE TEAM
PREPARATION:

1. TOE WEAPONS/EQUIPMENT WILL BE ASSIGNED BY SQUAD LEADER.
2. TWO MEMBERS WILL BE SELECTED AS CASUALTY DEMONSTRATORS.
3. SQUAD LEADER WILL DELIVER AFTER ACTION REPORT.
4. SQUAD LEADER ASSIGNS SECURITY TASKS TO ENSURE INTEGRITY OF DEFENSIVE SITE.

TITLE: REORGANIZATION AFTER ASSAULT

OPFOR REQUIREMENTS:

TWO PERSONNEL ASSIGNED AS POW'S.

START/FINISH INSTRUCTIONS:

START/FINISH ON VISUAL SIGNAL FROM SQUAD LEADER.

PERFORMANCE STANDARDS:

1. SQUAD MEMBERS SET UP AREA SECURITY.
2. POW'S HANDLED IAW "FIVE S" (SAFEGUARD, SEARCH, SEGREGATE, SILENCE, AND SPEED).
3. CASUALTIES TREATED/EVACUATED.
4. INDIVIDUAL WEAPONS CLEANED/MAINTAINED/REPLACED.
5. REDISTRIBUTE AND RESUPPLY AMMUNITION AND EQUIPMENT.
6. SQUAD LEADER REPORTS TO PLATOON LEADER DESCRIBING ACTION IN "SALUTE" FORMAT.
7. REORGANIZATION TAKES PLACE IN 15 MINUTES.
8. SECURITY IS MAINTAINED WHILE ABOVE ACTIVITIES ARE BEING CONDUCTED, E.G., SOME MEMBERS CLEAN WEAPONS, ETC., WHILE OTHERS ARE ON GUARD.

ARTEP MISSION: AMBUSH PATROL
 TASK: PREPARE PASSAGE OF LINES
 (9-8-B)
 TASK: CONDUCT PASSAGE OF LINES
 (9-8-D)
 ARTEP MISSION: AREA RECONNAISSANCE PATROL (9-3)
 TASK: CONDUCT PATROL
 ARTEP MISSION: ANTIARMOR AMBUSH
 TASK: SELECT AMBUSH SITE
 (9-2-B)

PRIOR DRILLS: N/A

TITLE: PASSAGE OF LINES

BATTLE DRILL TASK:

PATROL CONDUCTS A PASSAGE OF LINES WHEN DEPARTING UPON PATROL AND UPON RETURN OF PATROL.

CONDITIONS:

FRIENDLY:

AT NIGHT, PATROL IS REQUIRED TO PASS THROUGH A FORWARD FRIENDLY UNIT WHEN DEPARTING AND RETURNING FROM A PATROL. THE FORWARD FRIENDLY UNIT IS DEPLOYED IN A BATTLE POSITION.

ENEMY:

N/A

SET-UP INSTRUCTIONS:

TRAINING SITE:

TERRAIN MUST INCLUDE:

- AN OPEN AREA THAT CANNOT BE PASSED.
- A PLACE THAT PATROL CAN BE COVERED AND CONCEALED.

TITLE: PASSAGE OF LINES

SQUAD/FIRE TEAM
PREPARATION:

- STATION FRIENDLY SENTRY.
- IDENTIFY FRIENDLY GUIDE.
- ESTABLISH A DEPARTURE POINT.

OPFOR:

N/A

START/FINISH INSTRUCTIONS:

START:

START DRILL WHEN PATROL LEADER GIVES INFORMATION TO ASSEMBLED PATROL.

FINISH:

END DRILL WHEN THE PATROL RESUMES MOVEMENT IN THE WEDGE FORMATION, UPON RE-ENTRY THROUGH FORWARD UNITS.

PERFORMANCE STANDARDS:

1. IN AN ASSEMBLY AREA, THE PATROL LEADER DISSEMINATES ALL INFORMATION TO THE PATROL REGARDING FINAL COORDINATION WITH FRIENDLY UNIT INCLUDING: COMMUNICATION PLAN, TIME AND LOCATION OF DEPARTURE AND RETURN, CHALLENGE, PASSWORD, AND GUIDE LINK-UP INSTRUCTIONS.

2. FIRE TEAMS MOVE IN THE WEDGE FORMATION RAPIDLY AND ON SCHEDULE.

3. DEPARTURE:

A. THE GUIDE CONTROLS MOVEMENT OF THE PATROL ALONG COVERED AND CONCEALED ROUTES. THE PATROL MEMBERS FOLLOW HIS INSTRUCTIONS.

TITLE: PASSAGE OF LINES

- B. PATROL MOVES TO A COVERED AND CONCEALED POSITION, NEAR THE DEPARTURE POINT. PATROL LEADER HALTS PATROL, CONTACTS FORWARD UNIT AND WAITS FOR CONFIRMATION. PATROL LEADER TELLS PATROL WHERE INITIAL RALLY POINT (IRP) IS LOCATED.
 - C. PATROL LEADER GIVES PASSWORD TO FRIENDLY SENTRY UPON CHALLENGE, IDENTIFIES THE NUMBER IN PATROL AND WAITS FOR PERMISSION TO PASS.
 - D. WHEN PERMISSION IS GRANTED BY SENTRY, PATROL LEADER COMMANDS PATROL TO PASS THROUGH LINE. PATROL MOVES RAPIDLY AND QUIETLY, ONE BY ONE. THE PATROL LEADER VISUALLY IDENTIFIES EACH PATROL MEMBER AS THEY PASS.
 - E. AT THE INITIAL RALLY POINT (IRP) THE PATROL LEADER CONDUCTS A SECURITY HALT. THE PATROL HAS MOVED OUT OF SIGHT AND SOUND OF THE FORWARD POSITION. THE PATROL LEADER ACCOUNTS FOR PERSONNEL AND EQUIPMENT AT SECURITY HALT.
 - F. PATROL MOVES OUT FOR OBJECTIVE AREA IN THE WEDGE FORMATION, RAPIDLY AND ON SCHEDULE. THE PATROL OBSERVES NOISE, LIGHT, AND LITTER DISCIPLINE.
4. RE-ENTRY THROUGH FORWARD UNITS:
- A. THE PATROL MOVES IN THE WEDGE FORMATION RAPIDLY AND ON SCHEDULE.
 - B. PATROL LEADER HALTS PATROL INTO THE DESIGNATED SECURITY HALT POSITION.
 - C. THE PATROL LEADER ISSUES A CONTINGENCY PLAN TO THE PATROL BEFORE DEPARTING TO LOCATE THE RE-ENTRY POINT.
 - D. PATROL LEADER CONTACTS FORWARD UNIT AND WAITS FOR CONFIRMATION. THE PATROL LEADER GIVES THE PATROL MEMBERS THE LOCATION OF THE RE-ENTRY RALLY POINT BEYOND THE FINAL PROTECTIVE FIRE ZONE OF THE FRIENDLY UNIT.

TITLE: PASSAGE OF LINES

- E. PATROL LEADER RESPONDS TO THE CHALLENGE WITH THE CORRECT PASSWORD. UPON COMMAND OF THE SENTRY (OR DEMAND) THE PATROL LEADER IDENTIFIES AND COUNTS EACH PATROL MEMBER AS HE PASSES THROUGH THE LINE IN SINGLE FILE, QUICKLY AND CONSISTENT WITH TACTICAL CONDITIONS.
- F. THE PATROL RESUMES MOVEMENT IN THE WEDGE FORMATION AFTER THE LAST MEMBER OF THE PATROL PASSES THROUGH THE LINE.

ARTEP MISSION: AMBUSH PATROL
 TASK: SEARCH OBJECTIVE AREA, RETURN TO
 FRIENDLY UNITS
 (9-8-D)

ARTEP MISSION: ANTIARMOR
 TASK: EXECUTE AMBUSH
 (9-2-D)

PRIOR DRILLS: • SQUAD MOVES IN TRAVELING
 OVERWATCH FORMATION

TITLE: SEARCH OBJECTIVE AREA

BATTLE DRILL TASK:

AT NIGHT THE PATROL SEARCHES THE OBJECTIVE AREA FOR DOCUMENTS, MAPS, POW'S AND DESTRUCTION OF OPFOR WEAPONS AND VEHICLES. ADMINISTER FIRST AID TO THE WOUNDED.

CONDITIONS:

FRIENDLY:

YOUR SQUAD HAS JUST EXECUTED AN AMBUSH AND YOU GIVE THE ORDER TO "SWEEP THE AREA."

ENEMY:

OPFOR HAS CEASED FIRE: TARGET HAS BEEN DESTROYED.

SET-UP DIRECTIONS:

TRAINING SITE:

AMBUSH SITE - ON THE FAR SIDE OF THE AMBUSH SITE THERE SHOULD BE AN OBSTACLE, E.G., RIVER, CLIFFS, THICK WOODED AREA. IF NO NATURAL OBSTACLE EXISTS LAY A HASTY MINEFIELD ON THE FAR SIDE.

SQUAD PREPARATION:

SPECIAL ELEMENTS (ASSAULT, SUPPORT, AND SECURITY) HAVE BEEN APPOINTED AS WELL AS SPECIAL TEAMS (MEDIC, PRISONER, DEMOLITION, AND LITTER).

TITLE: SEARCH OBJECTIVE AREA

OPFOR REQUIREMENTS:

ENEMY SQUAD AMBUSHED, TWO WOUNDED, POW'S, ENEMY DEAD, ENEMY DOCUMENTS, MAPS, AND MATERIALS. MUST DESIGNATE WHO WILL BE WOUNDED IN ACTION, KILLED IN ACTION, AND WHO WILL CARRY DOCUMENTS.

START/FINISH DIRECTIONS:

START:

PATROL LEADER SIGNALS CEASE FIRE, (OPFOR RESISTANCE HAS CEASED).

FINISH:

PATROL MOVES OUT OF THE AMBUSH SITE AND SECURITY ELEMENTS JOIN THE PATROL.

PERFORMANCE STANDARDS:

1. PATROL LEADER SIGNALS CEASE FIRE. SPECIAL ELEMENTS PERFORM ASSIGNED TASKS.

2. SECURITY ELEMENT GUARDS AVENUES OF APPROACH TO AMBUSH SITE.

3. SUPPORT ELEMENT COVERS THE AMBUSH SITE.

4. ASSAULT ELEMENT "SWEEPS" (SEARCHES) THE OBJECTIVE AREA. DEMOLITION TEAM DESTROYS OPFOR VEHICLES, WEAPONS, AND MATERIAL. REPORTS ANY UNFAMILIAR WEAPON OR EQUIPMENT.

5. MEDIC TEAM ADMINISTERS FIRST AID TO WOUNDED.

6. PRISONER TEAM DISARMS AND SEARCHES POW'S; TAKE POW'S TO REAR AND COMPLETE THE NECESSARY DOCUMENTATION FOR EACH POW CAPTURED.

7. SEARCH TEAM COLLECTS ENEMY DOCUMENTS, MATERIAL, MAPS FOUND IN THE AREA, AND ON ENEMY DEAD. REPORT ALL FINDINGS TO THE PATROL LEADER.

8. PATROL LEADER GIVES EVACUATION ORDERS FOR THE SERIOUSLY WOUNDED, DEAD, AND POW'S.

9. PATROL MOVES FROM THE AMBUSH SITE TOWARD THE OBJECTIVE RALLY POINT (ORP). SECURITY ELEMENTS MAINTAIN GUARD WHILE PATROL WITH-DRAWS FROM AMBUSH SITE AND JOINS THE REAR OF THE PATROL.

ARTEP MISSION: AREA RECONNAISSANCE PATROL
 TASK: CONDUCT AN AREA RECONNAISSANCE PATROL (9-3-B)

TASK: BREAK CONTACT (9-3-C)

TASK: REORGANIZE AT RALLY POINT (9-3-D)

ARTEP MISSION: AMBUSH PATROL
 TASK: MOVE TO THE AMBUSH SITE (9-8-B)

TASK: SEARCH OBJECTIVE AREA/RETURN TO FRIENDLY LINE (9-8-D)

ARTEP MISSION: ANTIARMOR AMBUSH
 TASK: OCCUPY AMBUSH SITE (9-2-C)

TASK: CONDUCT WITHDRAWAL AND REORGANIZATION (9-2-E)

PRIOR DRILLS: • MOVEMENT TO CONTACT

TITLE: ESTABLISH AND REASSEMBLE AT OBJECTIVE RALLY POINT (ORP)

BATTLE DRILL TASK:

SQUAD ESTABLISHES AND REASSEMBLES AT ORP.

CONDITIONS:

FRIENDLY:

SQUAD NEARS ITS OBJECTIVE AREA AND ESTABLISHES AN ORP FOR FINAL COORDINATION. AFTER COMPLETING THE MISSION, THE SQUAD REASSEMBLES AT THE ORP TO EXCHANGE INFORMATION, REDISTRIBUTE AMMUNITION, AND PREPARE TO MOVE BACK TO FRIENDLY LINES.

ENEMY:

N/A.

TITLE: ESTABLISH AND REASSEMBLE AT OBJECTIVE RALLY POINT (ORP)

SET-UP INSTRUCTIONS:

TRAINING SITE:

TERRAIN SHOULD OFFER AREA WHICH IS:

- DEFENSIBLE
- EASILY RECOGNIZABLE TO SQUAD MEMBERS
- AWAY FROM OPFOR AXIS OF MOVEMENT

SQUAD/FIRE TEAM
PREPARATION:

- SQUAD HAS BEEN DESIGNATED INTO TEAMS, WITH ONE DESIGNATED TO SECURE THE ORP.
- SQUAD MEMBERS HAVE NORMAL TOE EQUIPMENT.

OPFOR REQUIREMENTS:

N/A

START/FINISH DIRECTIONS:

START:

WHEN SQUAD APPROACHES ORP WHICH HAS BEEN TENTATIVELY ESTABLISHED BY SQUAD LEADER.

FINISH:

WHEN SPECIFIED NUMBER OF MEN HAVE REASSEMBLED AT ORP OR AFTER A CERTAIN PERIOD OF TIME HAS PASSED AFTER SQUAD HAS DISPERSED TO OBJECTIVE.

PERFORMANCE STANDARDS:

I. ESTABLISHMENT OF ORP:

- A. SQUAD LEADER LEADS A RECONNAISSANCE ELEMENT TO ORP TO DETERMINE IF IT IS SUITABLE AND TO SEE THAT NO ENEMY TROOPS ARE NEAR.

TITLE: ESTABLISH AND REASSEMBLE AT OBJECTIVE RALLY POINT (ORP)

- B. IF ORP IS SUITABLE, SQUAD LEADER SENDS TWO MEN TO BRING REST OF PATROL INTO THE ORP.
 - C. PATROL MEMBERS SET UP PERIMETER FOR ALL-ROUND SECURITY.
 - D. PATROL LEADER INFORMS ASSISTANT PATROL LEADER:
 - WHO HE IS TAKING WITH HIM ON LEADER'S RECONNAISSANCE.
 - HOW LONG HE WILL BE GONE.
 - WHAT TO DO IF HE FAILS TO RETURN.
 - E. A PATROL LEADER, COMPASS MAN, AND ELEMENT LEADERS GO ON A LEADER'S RECONNAISSANCE TO:
 - PINPOINT THE OBJECTIVE.
 - PICK POSITIONS FOR PATROL'S ELEMENTS.
 - GET INFORMATION TO CONFIRM OR CHANGE THE PLAN.
 - F. LEADERS RETURN TO ORP TO COMPLETE PLANS AND DISSEMINATE INFORMATION.
2. LEAVING ORP:
- A. PATROL MEMBERS MOVE OUT OF ORP FOR ACTION AT THE OBJECTIVE.
3. RE-ORGANIZE AT ORP:
- A. PATROL MEMBERS REASSEMBLE AT ORP, ON ORDER, WITHIN A REASONABLE TIME.
 - B. PATROL MEMBERS MAINTAIN SECURITY DURING WITHDRAWAL TO RALLY POINT.

TITLE: ESTABLISH AND REASSEMBLE AT OBJECTIVE RALLY POINT (ORP)

- C. PATROL MEMBERS USE MOVEMENT TECHNIQUES WHICH TAKE ADVANTAGE OF COVER AND CONCEALMENT.
- D. PATROL MEMBERS USE CHALLENGE AND PASSWORD TO RE-ENTER ORP.
- E. UPON ASSEMBLY AT ORP, PATROL MEMBERS DISSEMINATE INFORMATION AND REDISTRIBUTE AMMUNITION TO ALL PATROL MEMBERS.
- F. AFTER A CERTAIN NUMBER OF MEN ARRIVE AT THE ORP, OR AFTER A CERTAIN PERIOD OF TIME, THE PATROL RETURNS TO FRIENDLY LINES.

ARTEP MISSION: ANTIARMOR AMBUSH
 TASK: PREPARE ARMOR AMBUSH
 (9-2-A)
 TASK: SELECT AMBUSH SITE
 (9-2-B)
 TASK: OCCUPY AMBUSH SITE
 (9-2-C)
 ARTEP MISSION: AMBUSH PATROL
 TASK: PREPARE FOR THE AMBUSH PATROL
 (9-8-A)
 TASK: MOVE TO THE AMBUSH SITE
 (9-8-B)

PRIOR DRILLS: N/A

TITLE: PREPARE/OCCUPY AMBUSH SITE

BATTLE DRILL TASK:

SQUAD PREPARES/OCCUPIES AN AMBUSH SITE.

CONDITIONS:

FRIENDLY:
 THE SQUAD IS PART OF A DISMOUNTED PLATOON OF A FORWARD COMPANY AND HAS BEEN GIVEN THE MISSION TO ESTABLISH AN ANTIARMOR AMBUSH SITE. ACTIVITY CAN TAKE PLACE DURING DAYLIGHT OR DARKNESS.

ENEMY:

OPFOR CONDUCTING AN ATTACK WITH MOTORIZED INFANTRY AND ARMOR FORCE, SUPPORTED BY TACTICAL AIR, MORTAR, AND ARTILLERY FORCES. OPFOR EQUIPMENT INCLUDES BMP PERSONNEL CARRIERS, TANKS, AUTOMATIC AND ANTIARMOR WEAPONS, AND SCOUT VEHICLES.

SET-UP INSTRUCTIONS:

TRAINING SITE:

SITE IS DETERMINED BY SUITABILITY OF A KILL ZONE WHICH ENEMY VEHICLES ARE LIKELY TO ENTER, E.G., ROAD JUNCTION OR BRIDGE. KILL ZONE IS LARGE ENOUGH TO PERMIT DRAGON GUNNER TO FIRE, TRACK, AND HIT TARGETS.

TITLE: PREPARE/OCCUPY AMBUSH SITE

SQUAD/FIRE TEAM
PREPARATION

1. SQUAD LEADER ASSIGNS ARMOR KILLER TEAM AND DRILLS ON USE OF: DRAGON, LAW, AND M60 MG.
2. SQUAD LEADER ASSIGNS SUPPORT/SECURITY TEAM AND DRILL MEMBERS ON USE OF: LAWS AND M 203 GRENADE LAUNCHER.
3. SQUAD LEADER BRIEFS ON WITHDRAWAL ROUTE.
4. SQUAD LEADER BRIEFS ON COMMUNICATION PROCEDURES.

OPFOR REQUIREMENTS:

N/A

START/FINISH INSTRUCTIONS:

SQUAD LEADER WILL START/STOP DRILL USING VISUAL SIGNALS.

PERFORMANCE STANDARDS:

1. SQUAD ARRIVES AT SITE $\pm$ 1 MINUTE OF TIME SPECIFIED BY SQUAD LEADER.
2. SUPPORT/SECURITY TEAM SECURES REAR AND FLANKS OF THE SQUAD'S POSITION AND SEALS OFF ENDS OF THE KILLING ZONE.
3. ARMOR KILLER TEAM SETS UP WEAPONS TO COVER THE KILL ZONE.
4. WEAPONS LOCATED IN COVERED AND CONCEALED POSITIONS.
5. FAR SIDE OF KILL ZONE IS BLOCKED BY NATURAL OBSTACLES AND/OR MINES.
6. DEMOLITION AMBUSH TECHNIQUES ARE PLANNED AND EMPLOYED AS NECESSARY/FEASIBLE, PARTICULARLY ON ANY DEAD SPACE IN KILL ZONE.
7. OBSTACLES, SMOKE POTS, AND FIELD EXPEDIENT DEVICES ARE EMPLACED TO HINDER OPFOR PURSUIT OF OR FIRE ON THE SQUAD DURING WITHDRAWAL.
8. MEMBERS UNDERSTAND WITHDRAWAL SIGNALS AND ROUTE.

TITLE: PREPARE/OCCUPY AMBUSH SITE

9. AMBUSH SITE PREPARED IN TIME SPECIFIED IN SQUAD LEADER'S FRAGO.
10. SQUAD LEADER HAS PLANNED FOR INDIRECT FIRE SUPPORT.

ARTEP MISSION: ANTIARMOR AMBUSH
TASK: EXECUTE AMBUSH
(9-2-D)
ARTEP MISSION: AMBUSH PATROL
TASK: EXECUTE THE AMBUSH
(9-8-C)

PRIOR DRILLS: • SQUAD PREPARES AMBUSH SITE

TITLE: CONDUCT AMBUSH

BATTLE DRILL TASK:

SQUAD EXECUTES AMBUSH AGAINST DESIGNATED TARGET(S).

CONDITIONS:

FRIENDLY:

SQUAD IS PART OF A DISMOUNTED RESERVE PLATOON OF A FORWARD COMPANY AND HAS BEEN ASSIGNED AN AMBUSH TASK AGAINST MECHANIZED ELEMENTS OF AN OPFOR. SQUAD LEADER DESIGNATES THE AMBUSH SITE AND HAS ASSIGNED ALL MEMBERS TO EITHER THE SUPPORT/SECURITY OF THE ASSAULT TEAMS. FRAGO INCLUDES DISPOSITION OF NEAREST FRIENDLY UNITS. ACTION CAN TAKE PLACE IN DAYLIGHT OR AT NIGHT.

ENEMY:

OPFOR PREPARING TO CONDUCT ATTACK WITH MOTORIZED INFANTRY AND ARMOR FORCES SUPPORTED BY TACTICAL AIR, MORTAR, AND ARTILLERY FIRES. THE OPPOSING FORCE'S EQUIPMENT INCLUDES BMP PERSONNEL CARRIERS, AUTOMATIC AND ANTIARMOR WEAPONS, SCOUT, AND MOBILE AIR DEFENSE VEHICLES.

SET-UP INSTRUCTIONS:

TRAINING SITE:

MANEUVER AREA AT LEAST 2 KM WITH TERRAIN SUITABLE FOR AMBUSH SITE.

TITLE: CONDUCT AMBUSH

**SQUAD/FIRE TEAM
PREPARATION:**

1. TOE WEAPONS/REQUIREMENTS WILL BE ASSIGNED BY SQUAD LEADERS.
2. ARMOR KILLER TEAM MEMBERS ASSIGNED AND DRILLED ON USE OF: DRAGON, LAW, AND M60 MG.
3. SUPPORT/SECURITY TEAM MEMBERS ASSIGNED AND DRILLED ON USE OF: LAWS AND M203 GRENADE LAUNCHER.
4. SQUAD LEADER BRIEFS MEMBERS ON WITHDRAWAL ROUTE.
5. SQUAD LEADER BRIEFS ON COMMUNICATION PROCEDURES.

OPFOR REQUIREMENTS:

TWO PERSONNEL ASSIGNED AS POW'S.

START/FINISH INSTRUCTIONS:

START/FINISH DRILL WILL BE BY VISUAL SIGNAL FROM SQUAD LEADER.

PERFORMANCE STANDARDS:

1. SQUAD LEADER POSITIONED WITH ASSAULT TEAM.
2. SQUAD LEADER SELECTS TARGET AND SPRINGS AMBUSH BY TELLING DRAGON GUNNER WHEN AND AT WHICH TARGET TO FIRE.
3. TEAMS OPEN SIMULTANEOUS FIRE WHEN DRAGON DETONATES IN KILL ZONE.
4. DEMOLITIONS ARE SIMULTANEOUSLY DETONATED.
5. ENTRANCES AND EXITS TO KILL ZONE ARE BLOCKED.
6. SQUAD LEADER REPORTS CONTACT.
7. SQUAD LEADER CALLS INDIRECT FIRE.
8. SQUAD FIRES ARE SHIFTED AND/OR LIFTED ON SQUAD LEADER'S SIGNAL TO PERMIT RAPID ASSAULT AND TO PREVENT OPFOR OPPORTUNITY RECOVER/REACT.
9. KILL ZONE IS SEARCHED AND DOCUMENTS, MAPS, ETC., ARE SECURED.
10. PRISONERS ARE DISARMED AND EVACUATED IF POSSIBLE. PRISONERS NOT EVACUATED ARE BOUND AND LEFT UNHARMED.

APPENDIX B

SAMPLE TRAINING OBJECTIVES (MECHANIZED INFANTRY)

Squad Moves in Mounted Traveling Overwatch

Squad Occupies Hasty Battle Position, Dismounted with Carrier

Squad Executes Fire and Maneuver

Carrier Team Assaults Mounted

Squad Disengages - Remounts

Squad Conducts Antiarmor Ambush: Executes Ambush/Disengages

ARTEP MISSION: MOVE
 TASK: MOVE IN TRAVELING OVERWATCH
 (3-III-1-8)
 TASK: MAINTAIN LOCAL SECURITY
 (3-III-1-4)
 TASK: CONDUCT TAC MOVEMENT
 (3-III-1-6)
 TASK: CONDUCT NBC DEFENSE OPR.
 (3-III-1-2)
 ARTEP MISSION: ATTACK
 TASK: DEFEND
 (3-III-2-1)
 ARTEP MISSION: DEFEND
 (3-III-2-1)
 TASK: MOVE
 (3-III-3-1)

PRIOR DRILLS: • SQUAD EMPLOYS DIRECT FIRE

TITLE: SQUAD MOVES IN MOUNTED TRAVELING OVERWATCH

TASK:

SQUAD MOVES USING TRAVELING OVERWATCH TECHNIQUE (MOUNTED).

CONDITIONS:

FRIENDLY:

PLATOON IS PART OF A LARGER FORCE THAT IS MOVING TO GAIN KEY TERRAIN. SPEED IS DESIRABLE.

ENEMY:

CONTACT WITH ENEMY IS POSSIBLE.

SET-UP INSTRUCTIONS:

TRAINING SITE:

PROVIDES 400 M X 8 KM PLATOON-SIZE MANEUVER. SUFFICIENT RELIEF FEATURES TO PROVIDE COVER TO POTENTIAL OPFOR ELEMENTS.

TITLE: SQUAD MOVES IN MOUNTED TRAVELING OVERWATCH

OPFOR:

OPFOR ARE NOT REQUIRED FOR THIS DRILL.

UNIT:

SQUAD BEING DRILLED WITH PROVIDE OVERWATCH FOR ANOTHER MOUNTED SQUAD. LEADING SQUAD CAN BE SIMULATED USING ANOTHER TYPE VEHICLE OTHER THAN APC.

START/FINISH INSTRUCTIONS:

START:

DRILL BEGINS WHEN SQUAD LEADER ORDERS LEAD ELEMENT TO COMMENCE MOVE ALONG SPECIFIED ROUTE.

FINISH:

DRILL IS COMPLETED WHEN DISTANCE SPECIFIED BY SQUAD LEADER IS COVERED OR REACH DESIGNATED OBJECTIVE (APPROXIMATELY 3 KM).

B-3

PERFORMANCE STANDARDS:

1. SQUAD LEADER'S FRAGO SPECIFIES ROUTE AND DISTANCE TO BE TRAVELED.
2. CREW MEMBER MAINTAINS VISUAL WATCH ON LEAD ELEMENT AND RELAY SIGNALS AS REQUIRED.
3. CARRIER TEAM MEMBERS PROVIDE ALL AROUND SECURITY, INCLUDING AIR WATCH.
4. CARRIER DRIVER MAINTAINS APPROPRIATE COLUMN INTERVAL (50-100 M).
5. CARRIER DRIVER MAKES MAXIMUM USE OF TERRAIN DRIVING:
 - USES ALL AVAILABLE COVER AND CONCEALMENT.
 - AVOIDS SKYLINING CARRIER AS TARGET.
 - DOESN'T MOVE DIRECTLY FORWARD FROM A DEFILADE FIRING POSITION BUT BACKS OUT OF POSITION AND USES ALTERNATE ROUTE.
 - HALTS IN COVER, CONCEALED OVERWATCH POSITIONS AS NECESSARY.
6. CARRIER TEAM ORIENTS ITS PRINCIPAL WEAPONS ON AND OBSERVES POSSIBLE

ARTEP MISSION: SQUAD DEFEND
TASK: OCCUPY FIGHTING POSITIONS
(3-III-3-2)
TASK: PREPARE FIGHTING POSITIONS
(3-III-3-3)
ARTEP MISSION: MOVE
TASK: PROVIDE OVERWATCH
(3-III-1-10)

PRIOR DRILLS: NONE

TITLE: SQUAD OCCUPIES HASTY BATTLE POSITION, DISMOUNTED WITH CARRIER

TASK:

THE SQUAD OCCUPIES A HASTY BATTLE POSITION.

CONDITIONS:

FRIENDLY:

THE SQUAD HAS BEEN ASSIGNED A BATTLE POSITION WITHIN THE PLATOON DEFENSIVE AREA ALONG AN EXPECTED OPFOR AXIS OF ADVANCE.

ENEMY:

AN OPFOR MOTORIZED RIFLE BATTALION IS KNOWN TO BE OPERATING TO THE SQUAD'S FRONT. OPFOR IS EXPECTED TO LAUNCH AN ATTACK.

SET-UP INSTRUCTIONS:

TRAINING SITE:

TERRAIN PROVIDES:

- AT LEAST 100 METERS WIDE BY 400 METERS DEEP.
- AN AVENUE OF APPROACH (ROAD, TRAIL, OPEN AREA, ETC.) THROUGH THE AREA ADEQUATE FOR AN OPFOR PLATOON (THREE OR FOUR VEHICLES).
- NATURAL COVER AND CONCEALMENT.

TITLE: SQUAD OCCUPIES HASTY BATTLE POSITION, DISMOUNTED WITH CARRIER

OPFOR:

OPFOR ARE NOT REQUIRED FOR THIS DRILL.

UNIT:

SQUAD LEADER HAS CONDUCTED A LEADER'S RECONNAISSANCE OF THE AREA AND SELECTED THE SQUAD PRIMARY DEFENSIVE POSITION, FPL/PDF FOR MACHINEGUNS, AND MISSIONS FOR THE ANTI-TANK WEAPONS.

SQUAD LEADER BRIEFS THE SQUAD ON THE FOLLOWING:

- THAT THE CARRIER TEAM WILL CONSIST OF THE CARRIER TEAM LEADER AND DRIVER.
- SELECTED TWO SOLDIERS TO ESTABLISH AN OP/LP ON ARRIVAL.
- THE EMPLACEMENT OF THE MANEUVER TEAM ON THE BATTLE POSITIONS FROM LEFT TO RIGHT IN TWO MAN TEAMS.
- THAT THERE WILL BE THREE LAWS/VIPERS PER FIGHTING POSITION.

START/FINISH INSTRUCTIONS:

START:

DRILL STARTS WHEN THE CARRIER MOUNTED SQUAD APPROACHES BATTLE POSITION FROM THE REAR, AND THE SQUAD LEADER SELECTS/POINTS OUT THE SQUAD'S PRIMARY POSITION.

FINISH:

DRILL ENDS WHEN ALL SQUAD MEMBERS ARE IN FINAL POSITION AND HAVE BEEN APPROVED BY THE SQUAD LEADER, OR TIME LIMIT HAS LAPSED. FOR TRAINING PURPOSES, THE SQUAD LEADER MAY WANT TO WAIVE THE TIME LIMIT FOR INITIAL TRIALS.

TITLE: SQUAD OCCUPIES HASTY BATTLE POSITION, DISMOUNTED WITH CARRIER

PERFORMANCE STANDARDS:

1. THE CARRIER MOVES INTO THE BATTLE POSITION FROM THE REAR INTO A HULL-DOWN POSITION THAT COVERS THE SQUAD'S DEFENSIVE AREA.
2. WHEN ASKED, THE CARRIER TEAM CAN PHYSICALLY POINT OUT ALTERNATE FIRING POSITIONS AND COVERED, CONCEALED ROUTES TO THE ALTERNATE FIRING POSITIONS WITHIN ONE MINUTE OF ARRIVAL IN THE PRIMARY FIGHTING POSITIONS.
3. THE MANEUVER TEAM DISMOUNTS AND:
 - USES AVAILABLE NATURAL TERRAIN OBJECTS FOR FRONTAL PROTECTION.
 - ESTABLISHES AN OP/LP WITH LAND LINE COMMUNICATION TO CARRIER TEAM.
 - POSITIONS MACHINEGUNS AND DRAGONS IN HASTY, CONCEALED POSITIONS. MACHINEGUNS ARE MOUNTED ON TRIPODS WITH THE T&E MECHANISMS, AND POSITIONED TO BRING FLANKING OR ENFILADE FIRE ON THE KILL ZONE. DRAGONS ARE POSITIONED TO ENGAGE THE ENEMY AT MAXIMUM RANGE POSSIBLE.
 - RIFLEMEN ARE POSITIONED TO PROTECT MACHINEGUNS AND CARRIER.
 - GRENADIERS ARE PLACED SO THEY WILL BE ABLE TO COVER DEAD SPACES.
 - MACHINEGUNS ARE LAID ON FPL/PDF ASSIGNED BY SQUAD LEADER.
 - MANEUVER TEAM LEADERS SELECT AND MARK SECTORS OF FIRE FOR EACH SQUAD MEMBER TO ENSURE INTERLOCKING FIRES.
 - SQUAD ALTERS POSITIONS AS DIRECTED BY SQUAD LEADER SO THAT SECTORS OF FIRE PROVIDE FOR THE BEST USE OF WEAPONS AND MINIMIZE CHANCES OF DETECTION BY THE OPFOR.
 - SQUAD MEMBERS MAINTAIN CONTINUOUS OBSERVATION OF THE SQUAD SECTOR.

ARTEP MISSION: SQUAD ATTACK
TASK: CONDUCT FIRE AND MANEUVER
(3-III-2-7)
TASK: ASSAULT
(3-III-2-9)

- PRIOR DRILLS:
- SQUAD REACTS TO CONTACT.
 - SQUAD PREPARES TO SUPPORT BY FIRE
 - SQUAD EMPLOYS DIRECT FIRE.
 - SQUAD PROVIDES COVERING FIRE.

TITLE: SQUAD EXECUTES FIRE AND MANEUVER

TASK:

SQUAD EMPLOYS FIRE AND MANEUVER TO CLOSE WITH AND DESTROY ENEMY EMPLACEMENT.

CONDITIONS:

FRIENDLY:

SQUAD IS A PART OF A PLATOON MOVING MOUNTED WITHOUT TANKS.

ENEMY:

SQUAD HAS MADE CONTACT WITH ENEMY OP.

SET-UP INSTRUCTIONS:

TRAINING SITE:

PROVIDES COVERED AND CONCEALED SQUAD APPROACH TO OPFOR DEFENSIVE POSITION ALONG ROADWAY.

OPFOR:

ONE SOLDIER TO CONTROL OPFOR OP SIMULATED WITH 3-6 POP-UP TARGETS AND SMOKE SIGNAL IN COMMUNICATION WITH TRAINER.

UNIT:

SQUAD IS IN PLACE IN HASTY DEFENSE POSITION. SQUAD LEADER DESIGNATES FIRE TEAMS OF MANEUVER ELEMENT AND SPECIFIES INITIAL AND SUCCEEDING FIRE OVERWATCH POSITIONS TO OPFOR POSITION.

TITLE: SQUAD EXECUTES FIRE AND MANEUVER

START/FINISH INSTRUCTIONS:

DRILL BEGINS WHEN TRAINER SIGNALS SIMULATED FIRE FROM OPFOR OP. FINISH DRILL WHEN MANEUVER TEAM ELEMENTS CLOSE TO EASY HAND GRENADE RANGE OR OPFOR OBSERVATION POST.

PERFORMANCE STANDARDS:

CARRIER TEAM:

1. CARRIER DRIVER OCCUPIES A CONCEALED HULL-DOWN POSITION WHICH PROVIDES OBSERVATION AND FIRE ON ENEMY POSITION.
 - POSITIONED SO THAT MANEUVER ELEMENT DOES NOT MASK FIRE.
 - POSITIONED TO THE FLANK OF MANEUVER ELEMENT.
2. CARRIER TEAM LAYS DOWN INITIAL SUPPRESSIVE FIRE. ALL TARGETS COVERED.
3. CARRIER TEAM PROVIDES FLANK AND REAR PROTECTION FOR MANEUVER FIRE TEAM ELEMENTS UNTIL MANEUVER TEAM ASSURES FIRE ELEMENT ROLE.
4. CARRIER MOVES TO SUBSEQUENT FIRE SUPPORT POSITION.
 - BACKS OUT OF POSITION.
 - USES AVAILABLE COVER AND CONCEALMENT DURING TRANSIT.

MANEUVER TEAM:

1. MANEUVER TEAM MEMBERS OCCUPY FIRING POSITIONS TO THE IMMEDIATE RIGHT OR LEFT OF THE CARRIER.
2. MANEUVER ELEMENTS GROUP AND MAINTAIN HIGH VOLUME OF SUPPRESSIVE FIRE AS THE REMAINDER OF THE MANEUVER TEAM DISMOUNTS.
3. MANEUVER ELEMENTS MOVE TO OVERWATCH POSITION.
 - USE WEDGES WHEN HAVE TWO WEDGES.
 - BUDDY TEAMS WITHIN THE WEDGE.

TITLE: SQUAD EXECUTES FIRE AND MANEUVER

4. FIRE ELEMENT COVERS AND PROTECTS THE ADVANCE OF MANEUVER ELEMENTS WITH ITS FIRE:
 - HIGH INITIAL VOLUME OF SUPPRESSIVE FIRE.
 - REDUCED RATE OF FIRE TO MAINTAIN SUPPRESSION.
5. MANEUVER ELEMENT MOVES USING CRAWLING OR SHORT RUSH TECHNIQUE APPROPRIATE TO ENEMY FIRE AND COVER.
6. MANEUVER ELEMENT OCCUPIES THE SUBSEQUENT OVERWATCH POSITION AND ASSUMES THE FIRE ELEMENT ROLE.
7. THE OLD FIRE ELEMENT BECOMES THE MANEUVER ELEMENT AND MOVES AS APPROPRIATE TO THE NEXT DESIGNATED SUBSEQUENT OVERWATCH POSITION.
8. SQUAD MANEUVER TEAM CONTINUES TO MOVE FROM OVERWATCH POSITION TO OVERWATCH POSITION UNTIL OPFOR OBJECTIVE IS ASSAULTED.
9. AS FINAL ASSAULT BEGINS, OR ON SIGNAL FROM SQUAD LEADER, THE FIRE ELEMENT WALKS ITS FIRE ACROSS THE OBJECTIVE IN FRONT OF THE MANEUVER ELEMENT AND THEN SHIFTS OR CEASES FIRE.

ARTEP MISSION: SQUAD ATTACK
 TASK: ASSAULT
 (3-III-2-9)
 TASK: EMPLOY DIRECT FIRE
 (3-III-2-2)
 TASK: SUPPORT/ATTACK BY FIRE
 (3-III-2-8)

PRIOR DRILLS: • SQUAD REACTS TO CONTACT
 MOUNTED.
 • SQUAD EMPLOYS DIRECT FIRE.
 • SQUAD EMPLOYS FIRE AND
 MANEUVER.

TITLE: CARRIER TEAM ASSAULTS MOUNTED

TASK:

SQUAD ASSAULTS ENEMY POSITION MOUNTED ALL THE WAY ACROSS OBJECTIVE.

CONDITIONS:

FRIENDLY:

PLATOON IS PART OF A TANK-INFANTRY TEAM AND IS FOLLOWING TANKS IN
 LINE.

ENEMY:

LIGHT RESISTANCE IS EXPECTED FROM SCATTERED OPFOR UNITS.

OTHER:

SPEED IS ESSENTIAL.

SET-UP INSTRUCTIONS:

TRAINING SITE:

TERRAIN PROVIDES FOR:

DRILL TITLE: CARRIER TEAM ASSAULTS MOUNTED

- RAPID MOUNTED MOVEMENT ONTO AND THROUGH ENEMY POSITIONS.
- COVERED AND CONCEALED ROUTE OF APPROACH TO OBJECTIVE.

OPFOR:

OPFOR ARE NOT REQUIRED FOR THIS DRILL.

UNIT:

SQUAD LEADER POSITIONS CARRIER BEHIND FRIENDLY TANK (SIMULATED). WEAPON ASSIGNMENTS ARE MADE TO MAXIMIZE WEAPON COVERAGE FROM MOVING CARRIER.

START/FINISH INSTRUCTIONS:

DRILL BEGINS WHEN SQUAD LEADER ORDERS DRIVER TO FOLLOW TANK IN ASSAULT ON OBJECTIVE.

END DRILL AFTER OPFOR POSITIONS HAVE BEEN OVERRUN.

PERFORMANCE STANDARDS:

1. DRIVER FOLLOWS DESIGNATED TANK CLOSE ENOUGH TO PERMIT SHOOTING TO THE FLANKS AND REAR OF TANKS YET FAR ENOUGH BEHIND SO THAT FIRE DIRECTED AT TANK DOES NOT HIT APC.

2. EACH MEMBER POSITIONED IN FIRING HATCH COVERS AREA OF RESPONSIBILITY:

- FLANK
- REAR

3. CARRIER DRIVER SLOWS AND SIGNALS TO ALLOW MEMBERS TO SHOOT INTO AND DROP GRENADES AS CARRIER MOVES OVER OPFOR POSITIONS.

4. DESIGNATED MEMBERS DROP GRENADES IN OPFOR POSITIONS AS THEY ARE OVERRUN.

DRILL TITLE: CARRIER TEAM ASSAULTS MOUNTED

5. SQUAD MEMBERS MOVE TO QUICKLY SUPPRESS ATGM AS PRIORITY TARGETS:
 - RAPID FIRE SUPPRESSION (15 SECONDS OR LESS).
 - SEEK COVER IF SHOT AT BY ATGM.
 - IF IN OPEN USE SMOKE SCREEN TO COVER MOVEMENT.
6. MEMBERS SHIFT FIRE COVER AS SQUAD LEADER MODIFIES SECTOR OF FIRE BASED ON CHANGING POSITIONS. COVER EACH NEW SECTOR WITHIN 10 SECONDS.

ARTEP MISSION: SQUAD DEFEND
 TASK: DISENGAGE
 (3-III-3-9)
 TASK: REMOUNT
 (3-III-3-10)
 TASK: REACT TO INDIRECT FIRE
 (3-III-9-4)
 ARTEP MISSION: ATTACK
 TASK: REMOUNT
 (3-III-2-13)
 TASK: DISENGAGE
 (3-III-2-14)

-
- PRIOR DRILLS:
- CARRIER TEAM MOVES TO ALTERNATE POSITION.
 - SQUAD OCCUPIES BATTLE POSITION DISMOUNTED WITH CARRIER.
 - SQUAD EXECUTES FIRE AND MANEUVER.

TITLE: SQUAD DISENGAGES--REMOUNTS

TASK:

THE SQUAD DISENGAGES WHILE UNDER FIRE AND REMOUNTS THE CARRIER.

CONDITIONS:

FRIENDLY:

THE SQUAD IS DEFENDING, THE MANEUVER TEAM IS DISMOUNTED AND OCCUPYING A HASTY BATTLE POSITION.

ENEMY:

OPFOR IS ATTACKING WITH MECHANIZED INFANTRY ELEMENTS.

TITLE: SQUAD DISENGAGES--REMOUNTS

SET-UP INSTRUCTIONS:

TRAINING SITE:

TERRAIN SHOULD BE:

- AT LEAST 100 METERS WIDE BY 400 METERS DEEP.
- HAVE AN AVENUE OF APPROACH THROUGH THE TRAINING AREA ADEQUATE FOR AN OPFOR PLATOON (THREE OR FOUR VEHICLES).
- OFFER A TACTICALLY SOUND DEFENSIVE POSITION.

OPFOR:

EMPLACE OPFOR IN COVERED/CONCEALED POSITIONS. OPFOR SHOULD CONSIST OF AN M-60 MACHINEGUN TEAM. OPFOR COMMENCES FIRING ON SIGNAL FROM TRAINER.

UNIT:

SQUAD OCCUPIES A HASTY BATTLE POSITION DISMOUNTED. SQUAD LEADER DESIGNATES ORDER THAT FIRE TEAMS WILL DISENGAGE.

START/FINISH INSTRUCTIONS:

START:

DRILL BEGINS WHEN THE SQUAD LEADER GIVES THE CARRIER TEAM THE ORDER TO DISENGAGE FROM ATTACKING FORCE.

FINISH:

DRILL ENDS WHEN SQUAD IS MOUNTED AND HAS MOVED TO THE SUPPLEMENTARY BATTLE POSITION.

TITLE: SQUAD DISENGAGES---REMOUNTS

PERFORMANCE STANDARDS:

1. THE CARRIER TEAM MOVES TO A COVERED, CONCEALED POSITION SLIGHTLY FORWARD OF THE MANEUVER TEAM, ORIENTED ON THE ATTACKING FORCE.
2. THE MANEUVER TEAM MAINTAINS FIRE ON THE OPFOR WHILE THE CARRIER MOVES INTO POSITION. THE VOLUME OF FIRE IS INCREASED UNTIL THE CARRIER PICKS UP THE FIRE AND PLACES EFFECTIVE SUPPRESSIVE FIRE ON THE ATTACKING OPFOR.
3. THE MANEUVER TEAM AUGMENTS THEIR FIRE BY USING SMOKE POTS AND SMOKE GRENADES TO SCREEN THE MOVEMENT OF THE CARRIER TEAM.
4. THE CARRIER TEAM DELIVERS A HIGH VOLUME OF SUPPRESSIVE FIRE ON THE ATTACKING FORCE AS SOON AS IT IS IN POSITION. THE VOLUME OF FIRE SHOULD KEEP THE OPFOR DEPLOYED AND HALT THEIR MOVEMENT IF POSSIBLE.
5. WHEN IN POSITION, THE CARRIER TEAM OPENS THE COMBAT HATCH, MAINTAINS THE SUPPRESSIVE FIRE AND SIGNALS THAT IT IS READY FOR THE MANEUVER TEAM TO MOUNT.
6. WHEN THE CARRIER TEAM SIGNALS THAT IT IS READY, THE FIRST INCREMENT OF THE MANEUVER TEAM CEASES FIRING, BACKS OUT OF THEIR FIGHTING POSITIONS, AND MOVES BY A COVERED AND CONCEALED ROUTE TO THE CARRIER AND MOUNTS THROUGH THE COMBAT ACCESS DOOR. THE TEAM USES APPROPRIATE INDIVIDUAL FIRE AND MOVEMENT AND INDIVIDUAL TECHNIQUES.
7. AS SOON AS THE CARRIER SIGNALS THAT THE FIRST INCREMENT OF THE MANEUVER TEAM IS MOUNTED, THE REST OF THE MANEUVER TEAM CEASES FIRING, BACKS OUT OF THEIR FIGHTING POSITIONS, AND MOVES BY A COVERED AND CONCEALED ROUTE TO THE CARRIER AND MOUNTS THROUGH THE COMBAT ACCESS DOOR. THE TEAM USES APPROPRIATE FIRE AND MOVEMENT AND INDIVIDUAL TECHNIQUES.
8. THE MANEUVER TEAM LEADER CLOSES THE COMBAT ACCESS DOOR AND SIGNALS THE CARRIER TEAM LEADER.
9. CARRIER MOVES BY A COVERED AND CONCEALED ROUTE TO THE SUPPLEMENTARY BATTLE POSITION.

ARTEP MISSION: SQUAD ANTIARMOR AMBUSH
 TASK: SELECT AND OCCUPY AMBUSH SITE
 (3-III-5-2)
 TASK: PREPARE AMBUSH SITE
 (3-III-5-3)
 TASK: CONDUCT THE AMBUSH
 (3-III-5-4)

PRIOR DRILLS:	CARRIER	TEAM	PREPARES	TO
	•	SUPPORT BY FIRE		
	•	SQUAD REACTS TO CONTACT		
	-	DISMOUNTED		
	-	MOUNTED		
	•	SQUAD OCCUPIES BATTLE POSITION		
	-	DISMOUNTED WITH CARRIER.		
	•	SQUAD EMPLOYS DIRECT FIRE.		

TITLE: SQUAD CONDUCTS ANTIARMOR AMBUSH: EXECUTES AMBUSH--DISENGAGES

TASK:

SQUAD EXECUTES AMBUSH AGAINST ARMOR TARGET.

CONDITIONS:

FRIENDLY:

SQUAD IS IN POSITION TO SPRING AN ANTIARMOR AMBUSH.

ENEMY:

CONTACT WITH OPFOR ARMOR UNITS IS EXPECTED.

SET-UP INSTRUCTIONS:

TRAINING AREA:

AMBUSH SITE HAS BEEN SELECTED AND PREPARED. THE TERRAIN IS AT LEAST 100 METERS WIDE BY 200 METERS DEEP AND IS ALONG A ROUTE WHICH OPFOR ARMORED VEHICLES WILL USE.

TITLE: SQUAD CONDUCTS ANTIARMOR AMBUSH: EXECUTES AMBUSH--DISENGAGES

OPFOR:

MOUNTED OPFOR ENTERS THE AMBUSH SITE IN TWO ARMORED VEHICLES (SIMULATED). WAITS FOR DRILLING UNIT TO SPRING AMBUSH BEFORE EMPLOYING COUNTER ACTIONS ON SIGNAL FROM TRAINER.

UNIT:

THE KILL ZONE HAS BEEN IDENTIFIED, OBSTACLES ARE IN PLACE (EITHER NATURAL OR MINEFIELDS). THE CARRIER IS POSITIONED HULL-DOWN IN A COVERED AND CONCEALED POSITION. FRAGO INCLUDES LOCATION OF ALL FRIENDLY UNITS IN THE AREA. KILL ZONE IS LOCATED 50 TO 200 METERS AWAY FROM POSITIONS. THIS DRILL WILL REQUIRE A NINE MAN SQUAD. SQUAD LEADER WILL ASSIGN THREE TEAMS, ARMOR/KILLER TEAM, SECURITY/SUPPORT AND CARRIER TEAM.

START/FINISH INSTRUCTIONS:

START:

DRILL STARTS WHEN SECURITY TEAM DETECTS APPROACHING OPFOR.

FINISH:

DRILL ENDS WHEN LEADER GIVES SIGNAL TO BREAK CONTACT.

PERFORMANCE STANDARDS:

1. ALL MEMBERS OF THE SQUAD AND EQUIPMENT ARE POSITIONED IN A COVERED AND CONCEALED FIRING POSITION WITHIN ONE MINUTE OF NOTICE.
2. WHEN ENEMY ARMOR ENTERS KILL ZONE, THE DRAGON GUNNER FIRES IMMEDIATELY AT THE TARGET IDENTIFIED BY THE SQUAD LEADER.
3. EACH MAN IN THE SQUAD, EXCEPT THE DRAGON GUNNER, MACHINE GUNNER, AND ASSISTANT GUNNER, FIRE A LAW/VIPER AT THE SIDES OR REAR OF THE OPFOR VEHICLES.
4. ALL MEMBERS OPEN FIRE SIMULTANEOUSLY UPON IMPACT OF THE DRAGON ROUND (WITHIN ONE SECOND).

TITLE: SQUAD CONDUCTS ANTIARMOR AMBUSH: EXECUTES AMBUSH--DISENGAGES

5. MACHINE GUNNERS ENGAGE EXPOSED OPFOR CREWMAN, VEHICLE OPTICS AND DISMOUNTED TROOPS.
6. SECURITY TEAM BLOCKS ENTRANCE AND EXIT TO THE KILL ZONE TO PREVENT OPFOR ESCAPE.
7. ONE MEMBER OF THE ARMOR/KILLER TEAM DETONATES THE DEMOLITIONS UNDER VEHICLES AND IN DEAD SPACE OCCUPIED BY ESCAPING OPFOR TROOPS.
8. GRENADIERS FIRE AT SIDES OF VEHICLES AND DISMOUNTED TROOPS.
9. SQUAD CONTINUES TO FIGHT UNTIL SQUAD LEADER SIGNALS BREAK CONTACT.

APPENDIX C

SAMPLE TRAINER'S GUIDE (MECHANIZED INFANTRY)

Squad Moves in Mounted Traveling Overwatch

Squad Occupies Hasty Battle Position, Dismounted with Carrier

Squad Executes Fire and Maneuver

Carrier Team Assaults Mounted

Squad Remounts/Disengages

Squad Executes Antiarmor Ambush

TRAINER'S GUIDE

SQUAD MOVES IN MOUNTED TRAVELING OVERWATCH

1. RESPONSIBILITIES

- a. Trainers: Squad Leader; Platoon Leader/Platoon Sergeant.
- b. Evaluators: Platoon Leader/Platoon Sergeant; Company Commander.

2. TRAINING OBJECTIVE

- a. Task: Squad moves using traveling overwatch technique (mounted).
- b. Conditions:
 - (1) Friendly: Squad's platoon is part of a large force moving to gain key terrain. Squad will provide overwatch on lead squad.
 - (2) Enemy: Contact with enemy is possible.
 - (3) Other: Speed is desirable.
- c. Standards:
 - (1) Squad leader's FRAGO specifies route and distance to be traveled.
 - (2) Crew member maintains visual watch on lead element and relays signals as required.
 - (3) Carrier team members provide all around security, including air watch.
 - (4) Carrier driver maintains appropriate column interval (50-100m).
 - (5) Carrier driver makes maximum use of terrain driving:
 - Uses all available cover and concealment.
 - Avoids skylining carrier as target.
 - Does not move directly forward from a defilade firing position but backs out of position and uses alternate route.
 - Halts in covered, concealed overwatch positions as necessary.
 - (6) Carrier team orients its principal weapons on and observes possible OPFOR positions along the lead elements route.

3. TRAINER/EVALUATOR PREPARATION

a. Leader Soldier's Manual Tasks:

- (1) Implement infantry squad movement technique when not in contact with the enemy, FM 7-1 IB3, page 2-VIII-C-3-1.
- (2) Use visual signals to control movement (mounted), FM 7-1 IB3, page 2-VII-E-6.1.

b. Resources:

- (1) 2 carriers or 1 carrier and 1 other vehicle.
- (2) Map of training area.
- (3) Location: Field (see Set-up Directions below).

c. Background Materials:

(1) Prior Drill Task:

- (a) Squad employs direct fire.

(2) ARTEP mission/tasks that the Drill Task supports:

- (a) Move/maintain local security (3-II-1-4); conduct tactical movement (3-III-1-6); conduct NBC defense operations (3-III-1-2); move in traveling overwatch (3-III-1-8).
- (b) Attack/Move (3-III-2-1).
- (c) Defend/Move (3-III-3-1).

(3) References:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad.
- (b) TC-7-1, The Rifle Squads (Mechanized and Light Infantry).
- (c) FM 21-60 Visual Signals.

4. MANDATORY SQUAD MEMBER SOLDIER'S MANUAL TASK PREPARATION

a. Tasks to be trained before training on this drill:

- (1) Control rate and distribution of fire, FM 7-1 IB1/2, page 2-VII-A-1.1.

b. Tasks to be trained during Drill if necessary: None.

5. DRILL PREPARATION

- a. Summary of Training Objective: Tell the squad the training objective in your own words. Use the following task, conditions, and standards statements as a guide.
 - (1) Task: "You will be learning how to move using the traveling overwatch technique."
 - (2) Conditions: "Our squad is moving in a platoon movement and is providing overwatch on the lead squad located about 100-400 meters ahead of the platoon. Contact with the enemy is possible and speed is desirable."
 - (3) Standards: "I will tell you the route and distance to be traveled. Carrier team members will be assigned security sectors. Visual signals will be used between carriers. The carrier driver will maintain visual contact with the lead squad to ensure we can provide cover fire on the lead element. The driver will make maximum use of good terrain driving practices. Members manning weapons will be on the alert to suppress likely enemy positions along the route."
- b. Orientation: Tell the squad in your own words why this task is important. Use the following as a guide for doing this:

"The traveling overwatch is the method of unit movement when enemy contact is possible, but not expected. Caution makes sense but speed is important. This technique gives the platoon more time and distance in which to react if the lead element is unexpectedly run into enemy fire. The interval on the lead element is 100-400 meters. Each squad maintains visual contact with the squad in front and rear."

6. PRETEST

7. PRESENTATION

- a. Optional Demonstration:
 - (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill Task.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.
- b. Set-up Directions:
 - (1) Training Site: Provides 400 meter x 3 km platoon-sized maneuver space. Sufficient relief features to provide cover/concealment for potential OPFOR elements.
 - (2) OPFOR: An OPFOR is not required for this Drill.

(3) Unit: Squad being drilled will provide overwatch for another mounted squad. This lead squad can be simulated using another type vehicle other than an APC. Weapon positions will be assigned by squad leader.

c. Walk through.

TRAINER'S GUIDE

SQUAD OCCUPIES HASTY BATTLE POSITION, DISMOUNTED WITH CARRIER

1. RESPONSIBILITIES

- a. Trainers: Squad Leader, Platoon Leader/Platoon Sergeant.
- b. Evaluators: Platoon Leader/Platoon Sergeant, Company Commander.

2. TRAINING OBJECTIVES

- a. Task: Squad Occupies A Hasty Battle Position.
- b. Conditions:
 - (1) Friendly: Squad has been assigned a battle position within the platoon defensive area along an expected OPFOR axis of advance.
 - (2) Enemy: An OPFOR motorized rifle battalion is known to be operating to the squad's front. OPFOR is expected to launch an attack.
- c. Standards:
 - (1) The carrier moves into the battle position from the rear into a hull-down position that covers the squad's defensive area.
 - (2) When asked, the carrier team can physically point out alternate firing positions and covered, concealed routes to the alternate firing positions within one minute of arrival in the primary fighting positions.
 - (3) The maneuver team dismounts and:
 - Uses available natural terrain objects for frontal protection.
 - Establishes an OP/LP with land line communication to carrier team.
 - Positions machineguns and dragons in hasty, concealed positions. Machineguns are mounted on tripods with the T&E mechanisms, and positioned to bring flanking or enfilade fire on the kill zone. Dragons are positioned to engage the enemy at maximum range possible.
 - Riflemen are positioned to protect machineguns and carrier.

- Grenadiers are placed so they will be able to cover dead spaces.
- Machineguns are laid on FPL/PDF assigned by squad leader.
- Maneuver team leaders select and mark sectors of fire for each squad member to ensure interlocking fires.
- Squad alters positions as directed by squad leader so that sectors of fire provide for the best use of weapons and minimize chances of detection by the OPFOR.
- Squad members maintain continuous observation of the squad sector.

3. TRAINER/EVALUATOR PREPARATION

a. Leader Soldier's Manual Tasks:

- (1) Supervise the preparation of a squad defensive position, FM 7-11B3, page 2-VII-D-1.1.

Additional training sources:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad
- (b) TEC Lesson 010-071-1044-F, Hasty Fighting Positions.

- (2) Establish an observation post (OP), FM 7-11B3, page 2-VII-D-2.1.

Additional training sources:

- (a) FM 21-75, Combat Skills of the Soldier
- (b) TEC Lesson 010-071-1069-F, Establish an Observation Post (OP).

- (3) Designate primary fighting positions for squad members (less crew-served weapons), FM 7-11B3, page 2-VII-D-3.1.

Additional training sources:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad (Chapter 5).
- (b) TEC Lesson 010-071-1068-F, Designate Primary Fighting Positions for Squad Members Less Key Weapons.

- (4) Designate alternate and supplementary positions for squad members, FM 7-11B3, page 2-VII-D-4.1.

Additional training sources:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad (Chapter 5).
 - (b) TEC Lesson 010-071-1070-F, Designate Alternate and Supplemental Positions for Squad Members.
- (5) Prepare a squad defensive sector sketch, FM 7-11B3, page 2-VII-D-5.1.

Additional training sources:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad (Chapter 5).
 - (b) TEC Lesson 010-071-1071-F, Prepare a Squad Defensive Sector Sketch.
 - (c) TEC Lesson 010-071-1072-F, Supervise Preparation of Squad Defensive Position.
- (6) Direct squad fires in the defensive, FM 7-11B3, page 2-VII-D-6.1.

Additional training sources:

- (a) FM 7-7, The Mechanized Infantry Platoon/Squad.
- (b) FM 23-12, Technique of Fire on the Rifle Squad and Tactical Application (Chapter 4).
- (c) TEC Lesson 010-071-1073-F, Direct Squad Fires in the Defense.

b. Resources:

- (1) M60 Machinegun
- (2) Dragon
- (3) LAWS
- (4) TA-1/PT - Telephone set
- (5) Location: Field (see Set-up Directions below for details)

c. Background Materials:

- (1) Prior Drills: None.

- (2) ARTEP Mission/tasks that the drill task supports:
 - (a) Squad Defend/Occupy fighting positions (3-III-3-2); Prepare fighting positions (3-III-3-3).
 - (b) Move/Provide overwatch (3-III-1-10).
- (3) References:
 - (a) FM 7-7, The Mechanized Infantry Platoon/Squad.
 - (b) FM 23-12, Technique of Fire on the Rifle Squad and Tactical Applications.
 - (c) FM 24-18, Field Radio Techniques.
 - (d) TC 7-1, The Rifle Squads (Mechanized and Light Infantry).

4. MANDATORY SQUAD MEMBER SOLDIER'S MANUAL TASKS

- a. Tasks to be trained before training on this Drill: None
- b. Tasks to be trained during Drill training, if necessary:
 - (1) Select temporary battlefield positions, FM 7-11B1/2, page 2-II-A-7.1.
 Additional training sources:
 - (a) FM 21-75, Combat Skills of the Soldier.
 - (b) TEC Lesson 010-071-1044-F, Hasty Fighting Positions.
 - (c) TC 7-1, The Rifle Squads (Mechanized and Light Infantry).
 - (2) Construct individual fighting positions FM-11B1/2, page 2-II-A-8.1.
 Additional training sources:
 - (a) FM 7-7, The Mechanized Infantry Platoon and Squad (Appendix C).
 - (b) TEC Lesson 010-071-1045-F, Constructing Fighting Positions, Part I.
 - (c) TEC Lesson 010-071-1046-F, Constructing Fighting Positions, Part II.
 - (3) Supervise/evaluate construction of a fighting position, FM 7-11B1/2, page 2-II-A-13.1.

Additional training sources:

(a) TEC Lesson 010-071-1072-F, Supervise Preparation of Squad Defensive Position.

5. DRILL PREPARATION

- a. Summary of Training Objective: Tell the squad the training objective in your own words. Use the following task, conditions, and standards statement as a guide.

- (1) Task: "You will be learning how to prepare and occupy a hasty battle position."
- (2) Conditions: "The squad has been assigned a battle position within a platoon defensive area along an expected OPFOR axis of advance."
- (3) Standards: "In preparing a fighting position, three basic requirements must be considered: It must provide you with protection; it must allow you to engage the enemy; and, it must be concealed. When you first move into a battle position, you may have little or no time to prepare the position, and therefore must occupy a hasty battle position. This is a position behind some natural object on the terrain that affords you frontal protection from direct fire but also allows you to fire forward. As time and conditions permit, the position can be improved, but the natural cover that you initially use will be the basis of your fighting position."

- b. Orientation: Tell the squad in your own words why the task is important. Use the following as a guide for doing this:

"Preparing and occupying a hasty battle position dismounted with the carrier is a critical tactical maneuver for the squad to master. Done quickly and expertly, it can be the deciding factor in the outcome of an engagement. In effect, it capitalizes on good defensive procedures to put the squad's firepower in the best position to be employed aggressively against OPFOR elements. By capitalizing on the element of surprise, the squad's punch can be a knockout blow to an unsuspecting enemy."

6. PRETEST

7. PRESENTATION

- a. Optional Demonstration:

- (1) If a nearby squad has successfully performed the task, have this squad demonstrate the drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

5. DRILL PREPARATION

- a. Summary of Training Objective: Tell the squad the training objective in your own words. Use the following task, conditions, and standards statement as a guide.

- (1) Task: "You will be learning how to prepare and occupy a hasty battle position."
- (2) Conditions: "The squad has been assigned a battle position within a platoon defensive area along an expected OPFOR axis of advance."
- (3) Standards: "In preparing a fighting position, three basic requirements must be considered: It must provide you with protection; it must allow you to engage the enemy; and, it must be concealed. When you first move into a battle position, you may have little or no time to prepare the position, and therefore must occupy a hasty battle position. This is a position behind some natural object on the terrain that affords you frontal protection from direct fire but also allows you to fire forward. As time and conditions permit, the position can be improved, but the natural cover that you initially use will be the basis of your fighting position."

- b. Orientation: Tell the squad in your own words why the task is important. Use the following as a guide for doing this:

"Preparing and occupying a hasty battle position dismounted with the carrier is a critical tactical maneuver for the squad to master. Done quickly and expertly, it can be the deciding factor in the outcome of an engagement. In effect, it capitalizes on good defensive procedures to put the squad's firepower in the best position to be employed aggressively against OPFOR elements. By capitalizing on the element of surprise, the squad's punch can be a knockout blow to an unsuspecting enemy."

6. PRETEST

7. PRESENTATION

- a. Optional Demonstration:

- (1) If a nearby squad has successfully performed the task, have this squad demonstrate the drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

b. Set-up Directions:

(1) Training site: Terrain provides -

- (a) At least 100 meters wide by 400 meters deep.
- (b) An avenue of approach (road, trail, open area, etc.) through the area adequate for three or four OPFOR vehicles.
- (c) Natural cover and concealment.

(2) OPFOR: OPFOR are not required for the drill.

(3) Unit: Squad leader has conducted a leader's reconnaissance of the area and selected the squad primary defensive positions, final protective line (FPL) or principle directions for five (5) PDF for machineguns, and missions for the anti-tank weapons.

Squad leader briefs the squad:

- (a) Carrier team will consist of carrier team leader and driver.
- (b) Two soldiers selected to establish an OP/LP.
- (c) Emplacement of the maneuver team on the battle positions in two-man teams.
- (d) Three LAWS/VIPERS per fighting position.

c. Walk through.

8. PRACTICE

a. Conduct the Drill according to directions in the blocks above.

b. Introduce the following variations as you repeat the drill:

- (1) Vary event times (length of time that OPFOR sustains initial high rate of fire, length of time allows for movement to assault positions).
- (2) Select different terrain.
- (3) Reduce coaching until the squad can perform to standards without it.

9. PERFORM

Inform PL/PSG that squad is ready for evaluation.

TRAINER'S GUIDE
SQUAD EXECUTES FIRE AND MANEUVER

1. RESPONSIBILITIES

- a. Trainers: Squad Leader; Platoon Leader/Platoon Sergeant.
- b. Evaluators: Platoon Leader/Platoon Sergeant; Company Commander.

2. TRAINING OBJECTIVE

- a. Task: Squad employs fire and maneuver to close with and destroy enemy emplacement.
- b. Conditions:
 - (1) Friendly: Squad is a part of a platoon moving mounted without tanks.
 - (2) Enemy: Squad has made contact with enemy OP.
- c. Standards:
 - (1) Carrier Team:
 - (a) Carrier driver occupies a concealed hull-down position which provides observation and fire on enemy position.
 - Positioned so that maneuver element does not mask fire.
 - Positioned to the flank of maneuver element.
 - (b) Carrier team lays down initial suppressive fire. All targets covered.
 - (c) Carrier team provides flank and rear protection for maneuver fire team elements until maneuver team assumes fire element role.
 - (d) Carrier moves to subsequent fire support position.
 - Backs out of position.
 - Uses available cover and concealment during transit.
 - (2) Maneuver Team:
 - (a) Maneuver team members occupy firing positions to the immediate right or left of the carrier.

- (b) Maneuver elements group and maintain high volume of suppressive fire as the remainder of the maneuver team dismounts.
- (c) Maneuver elements move to overwatch position.
 - Use wedges when have two wedges.
 - Buddy teams within the wedge.
- (d) Fire element covers and protects the advance of maneuver elements with its fire:
 - High initial volume of suppressive fire.
 - Reduced rate of fire to maintain suppression.
- (e) Maneuver element moves using crawling or short rush technique appropriate to enemy fire and cover.
- (f) Maneuver element occupies the subsequent overwatch position and assumes the fire element role.
- (g) The old fire element becomes the maneuver element and moves as appropriate to the next designated subsequent overwatch position.
- (h) Squad maneuver team continues to move from overwatch position to overwatch position until OPFOR objective is assaulted.
- (i) As final assault begins, or on signal from squad leader, the fire element walks its fire across the objective in front of the maneuver element and then shifts or ceases fire.

3. TRAINER/EVALUATOR PREPARATION

- a. **Leader Soldier's Manual Tasks:** Direct the fire and maneuver of a mechanized squad against an enemy position. FM7-11B3, page 2-VII-E-7.1.

Additional Training Sources:

- (1) FM 7-7, The Mechanized Infantry Platoon and Squad.
- (2) TEC Lesson 010-071-1066 F, Determine, Direct Fire and Maneuver of an Infantry Squad Against an Enemy Position.
- (3) TEC Lesson 010-071-1109-F, Close Techniques for Mechanized Infantry Squad, Dismounted.

- b. **Resources:**

- (1) Blank ammunition for:

- (a) M 16 rifles
 - (b) M 60 machinegun
 - (c) Ground smoke signal XM 635
 - (d) 3-6 Pop-up personnel targets
- (2) Location: Field (see Set-up Direction, below, for details).
- (3) OPFOR: One soldier to control smoke signal and pop-up targets.
- c. Background Materials:
 - (1) Prior Drills:
 - (a) Squad reacts to contact.
 - (b) Squad prepares to support by fire.
 - (c) Squad employs direct fire.
 - (d) Squad provides covering fire.
 - (2) ARTEP mission/tasks that the drill supports.
 - (a) Squad Attack/Conduct fire and maneuver (3-III-2-7); Assault (3-III-2-9).
 - (3) References:
 - (a) FM 7-7, The Mechanized Infantry Platoon and Squad.
 - (b) TC 7-1, The Rifle Squads (Mechanized and Light Infantry).
 - (c) FM 23-12 Techniques of Fire of the Rifle Squad and Tactical Application.

4. MANDATORY SQUAD MEMBER SOLDIER'S MANUAL TASKS

- a. Tasks to be trained before this drill:
 - (1) Move as a member of a fire team, FM 7-11B1/2, page 2-II-A-1.1.
- Additional Training Sources:
 - (a) FM 7-8, The Infantry Platoon and Squad.
 - (b) FM 7-7, The Mechanized Infantry Platoon and Squad.
 - (c) TEC Lesson 020-071-1043-F, Moving as a Member of a Fire Team.

- (2) Move under direct fire, FM 7-11B1/2, page 2-II-A-2.1.

Additional Training Sources:

- (a) FM 21-75, Combat Skills of the Soldier
- (b) TEC Lesson 020-071-1042-F, React to Indirect Fire.

- (3) Load, reduce a stoppage, and clear an M16 A1 rifle, FM 7-11B1/2, page 2-III-A-2.1.

Additional Training Sources:

- (a) TM 9-1005-249-10, Operator's Manual M16 A1 Rifle.
- (b) TEC Lesson 939-071-0009-F, Loading and Unloading the M16 A1 Rifle.
- (c) TEC Lesson 939-071-0012-F, Preventing and Correcting Common Malfunctions.

- (4) Operate an M60 Machinegun FM 7-11B1/2, page 2-III-E-2.1.

Additional Training Sources:

- (a) FM 23-67, Machinegun 7.62, M60.
- (b) TEC Lessons 941-071-0078-F through 941-071-0080-F, The M60 Machinegun: Mechanical Training, Parts I, II, III.
- (c) TEC Lesson 941-071-0081-F, The M60 Machinegun: Functioning.
- (d) TEC Lesson 941-071-0083-F, The M60 Machinegun, Pre-fire Procedures.
- (e) TEC Lesson 941-071-0085-F, Malfunction and Stoppages, M60 Machinegun.

- (5) Performs operator maintenance on an M60 machinegun and ammunition, FM 7-11B1/2, page 2-III-E-1.1.

Additional Training Sources:

See sources (a) and (b) above.

- b. Tasks to be trained during Drill Training, if necessary.

- (1) Move as a member of a fire team, FM 7-11B1/2, page 2-A-1.1.

Additional Training Sources:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad.

(b) TEC Lesson 020-071-1043-F, Moving as a Member of a Fire Team.

(2) Move under direct fire, FM 7-11B1/2, page 2-II-A-2.1.

Additional Training Sources:

(a) FM 21-75, Combat Skills of the Soldier.

(b) TEC Lesson 010-071-1042-F, Reacting to Indirect Fire.

(c) TEC Lesson 010-071-1109-F, Close Techniques for Mechanized Infantry Squad, Dismounted, Part 2.

(3) Move over, through, or around obstacles, FM 7-11B1/2, page 2-II-A-5.1.

Additional Training Sources:

(a) TEC Lesson 947-071-0071-F, Breaching Artificial Obstacles.

(4) Select temporary battlefield positions, FM 7-11B1/2, page 2-II-A-7.1.

(5) Use visual signals to control movement (dismounted), (include only Drill-relevant signals). FM 7-11B1/2, page 2-II-A-9.1.

Additional Training Source:

(a) FM 21-60, Visual Signals.

(6) Control rate and distribution of fire, FM 7-11B1/2, page 2-VII-A-1.1.

Additional Training Source:

(a) TEC Lesson 020-071-1051-F, Control Rate and Distribution of Fire.

(7) Control fire team movement, FM 7-11B1/2, page 2-VII-C-1.1.

Additional Training Source:

(a) TEC Lesson 010-071-1055-F, Control Fire Team Movement.

5. DRILL PREPARATION

a. Summary of Training Objective.

Tell the squad the training objective in your own words. Use the following task, conditions, and standards statements as a guide.

- (1) Task: "You will be learning the technique of squad fire and maneuver to close with and destroy an enemy position."
- (2) Conditions: "The drill that you will practice applies when you encounter an enemy position that must be taken. Our squad is a part of platoon moving mounted without tanks when contact is made."
- (3) Standards: "On contact, the carrier will move to a concealed hull-down position which provides observation and fire on the enemy position. If under direct fire, employ suppressive fire while the maneuver team dismounts and maneuvers to a closing position on the enemy. Fire and maneuver consists of two actions that take place at once. A fire element covers the movement of a maneuver element by shooting at the enemy position. The maneuver element moves forward to either close with the enemy or to a better position from which to fire at the enemy. Thus, in this drill the carrier team and maneuver team will switch roles as needed to close with and destroy the enemy position. Throughout the drill the enemy position is fixed with suppressive fire and weak points, e.g., flank, rear, are identified."

- b. Orientation: Tell the squad in your own words why this task is important. Use the following as a guide for doing this.

"This drill is one the the squad will have to have down pat. It is a fundamental infantry tactic that is used to close with and destroy enemy emplacements. It uses suppressive fire to pin down the enemy allowing the maneuver element to close and exploit weak points in the enemy defense. It takes practice and perfect teamwork to carry it off quickly and aggressively.

- c. Caution: Tell the squad the standard safety caution for using blank ammunition.

6. PRETEST

7. PRESENTATION

- a. Optional demonstration:

- (1) If a nearby squad has successfully performed the task, have this squad demonstrate the drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

- b. Set-up Directions:

- (1) Training Site: Terrain must provide covered and concealed squad approach to OPFOR defensive position.

- (2) OPFOR: Emplace 3-6 pop-up personnel targets controlled by a soldier who also releases the smoke signal to simulate fire to begin the Drill.
- (3) Unit: Squad leader designates the fire teams of the maneuver element and specifies route.

TRAINER'S GUIDE
CARRIER TEAM ASSAULTS MOUNTED

1. RESPONSIBILITIES

- a. Trainers: Squad Leader; Platoon Leader/Platoon Sergeant.
- b. Evaluators: Platoon Leader/Platoon Sergeant; Company Commander.

2. Training Objective

- a. Task: Squad assaults enemy position mounted all the way across the objective.
- b. Conditions:
 - (1) Friendly: Platoon is part of a tank-infantry team and is following tanks in line.
 - (2) Enemy: Light resistance is expected from scatter OPFOR units.
 - (3) Other: Speed of movement has been ordered as essential to the operation.
- c. Standards:
 - (1) Driver follows designated tank close enough to permit shooting to the flanks and rear of tanks yet far enough behind so that fire directed at tank does not hit APC.
 - (2) Each member positioned in firing hatch covers area of responsibility:
 - Flank
 - Rear
 - (3) Carrier driver slows and signals to allow members to shoot into and drop grenades as carrier moves over OPFOR positions.
 - (4) Designated members drop grenades in OPFOR positions as they are overrun.
 - (5) Squad members move to quickly suppress ATGM as priority targets:
 - Rapid fire suppression (15 seconds or less).
 - Seek cover if shot at by ATGM.

- If in open use smoke screen to cover movement.
- (6) Members shift fire cover as squad leader modifies sector of fire based on changing positions. Cover each new sector within 10 seconds.

3. TRAINER/EVALUATOR PREPARATION

a. Leader Soldier's Manual Tasks:

- (1) Select exact terrain route for an APC, and direct the driver over the route, FM 7-11B3, page 2-VII-E-2.1.

Additional Training Sources:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad.
 - (b) TEC Lesson 010-071-1105-F, Select Terrain Route for APC, Direct Driver Over Route.
- (2) React to direct fire while mounted, FM 7-11B3, page 2-VII-E-4.1.

Additional Training Sources:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad.
- (b) TEC Lesson 010-071-1107-F, Reaction to Direct, Indirect Fire While Mounted on APC.
- (c) TEC Lesson 010-071-1108-F, Close Techniques for Mechanized Infantry Squad, Mounted, Part 1.

b. Resources:

- (1) Vehicle to simulate friendly tank.
- (2) Location: Field (see Set-up Directions below).

c. Background Materials:

(1) Prior Drill Tasks:

- (a) Squad reacts to contact mounted.
- (b) Squad employs direct fire.
- (c) Squad employs fire and maneuver.

(2) ARTEP mission/tasks that the drill supports:

- (a) Squad Attack/Employ direct fire (3-III-2-2); Support/Attack by fire (3-III-2-8); Assault (3-III-2-9).

(3) References:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad.
- (b) FM 71-1, The Tank/Mechanized Infantry Team.
- (c) TC 7-1, The Rifle Squads (Mechanized and Light Infantry).

4. MANDATORY SQUAD MEMBER SOLDIER'S MANUAL TASKS

a. Tasks to be trained before training on this Drill:

- (1) Load, unload, and clear the M203 grenade launcher, FM 7-11B1/2, page 2-III-B-2-1.
- (2) Drive an APC cross-country, FM 7-11B1/2, page 2-V-B-1.1.
- (3) Load, reduce a stoppage, unload, and clear a caliber .50 machinegun, FM 7-11B1/2, page 2-III-F-3.1.

Additional Training Sources:

- (a) FM 23-65, Browning Machinegun, Caliber .50, HB, M2.
- (b) TM 9-1005-213-10, Operator's Manual: Machinegun, Caliber .50 Browning, M2.
- (c) TEC Lesson 941-071-0116-F, The Caliber .50 MG: Mechanical Training.

b. Tasks to be trained during Drill Training, if necessary:

- (1) Control rate and distribution of fire, FM 7-11B1/2, page 2-VIII-A-1.1.

Additional Training Source:

- (a) TEC Lesson 020-071-1051-F, Control Rate and Distribution of Fire.
- (2) Engage targets with a caliber .50 machinegun, FM 7-11B1/2, page 2-III-F-2.1.

Additional Training Source:

- (a) TEC Lesson 941-071-0125-F, Machinegun Target Engagement, Introduction.

5. DRILL PREPARATION

- a. **Summary of Training Objective:** Tell the squad the training objective in your own words. Use the following task, conditions, and standards statements as a guide.

- (1) Task: "You will be learning the technique of assaulting an enemy position mounted all the way across the objective.
- (2) Conditions: "Your platoon is part of a tank-infantry team moving in attack following the friendly tanks in line.
- (3) Standards: "Carrier will be moving close enough to the friendly tank to provide coverage for its flank and rear yet far enough so that it is not in line with fire directed at the tank. Each member in firing hatch covers assigned area of responsibility to flanks and rear. As enemy positions are overrun grenades are employed to ensure carrier will not be attacked from behind by surviving enemy. You must be prepared to shift fire to new sector at my command particularly in immediate response to enemy ATGM fire."

- b. Orientation: Tell the squad in your own words why the task is important.

"This drill is important because it is one method of conducting an assault with tanks in the lead. It is used when speed is essential. It is very demanding on the carrier team as they must provide for tank defense and their own defense in a fast moving situation."

- c. Caution: Tell the squad the standard safety caution for using blank ammunition.

6. PRETEST

7. PRESENTATION

- a. Optional Demonstration:

- (1) If a nearby squad has successfully performed that task have this squad demonstrate the drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

- b. Set-up Directions:

- (1) Training Site: Terrain provides for rapid mounted movement onto and through enemy positions with a covered and concealed route of approach.
- (2) OPFOR: Not required for this Drill.
- (3) Unit: Squad leader positions carrier behind friendly tank (simulated). Weapon assignments and sectors are assigned to squad members.

- c. Walk Through.

TRAINER'S GUIDE
SQUAD REMOUNTS/DISENGAGES

1. RESPONSIBILITIES

- a. Trainers: Squad Leader; Platoon Leader/Platoon Sergeant.
- b. Evaluators: Squad Leader; Platoon Leader/Platoon Sergeant.

2. TRAINING OBJECTIVE

- a. Task: Squad disengages while under fire and remounts the carrier.
- b. Conditions:
 - (1) Friendly: Squad is defending, the maneuver team is dismounted and occupying a hasty battle position.
 - (2) Enemy: OPFOR is attacking with mechanized infantry elements.
- c. Standards:
 - (1) The carrier team moves to a covered, concealed position slightly forward of the maneuver team, oriented on the attacking force.
 - (2) The maneuver team maintains fire on the OPFOR while the carrier moves into position. The volume of fire is increased until the carrier picks up the fire and places effective suppressive fire on the attacking OPFOR.
 - (3) The maneuver team augments their fire by using smoke pots and smoke grenades to screen the movement of the carrier team.
 - (4) The carrier team delivers a high volume of suppressive fire on the attacking force as soon as it is in position. The volume of fire should keep the OPFOR deployed and halt their movement if possible.
 - (5) When in position, the carrier team opens the combat hatch, maintains the suppressive fire and signals that it is ready for the maneuver team to mount.
 - (6) When the carrier team signals that it is ready, the first increment of the maneuver team ceases firing, backs out of their fighting positions, and moves by a covered and concealed route to the carrier and mounts through the combat access door. The team uses appropriate individual fire and movement and individual techniques.

- (7) As soon as the carrier signals that the first increment of the maneuver team is mounted, the rest of the maneuver team ceases firing, backs out of their fighting positions, and moves by a covered and concealed route to the carrier and mounts through the combat access door. The team uses appropriate fire and movement and individual techniques.
- (8) The maneuver team leader closes the combat access door and signals the carrier team leader.
- (9) Carrier moves by a covered and concealed route to the supplementary battle position.

3. TRAINER/EVALUATOR PREPARATION

- a. Leader Soldier's Manual Tasks: None.
- b. Resources:
 - (1) Blank ammunition for:
 - (a) M60 MG linked if OPFOR machinegun team is used.
 - (b) Caliber .50 MG.
 - (2) Smoke pots and smoke grenades.
 - (3) Squad radios or 2TA-1s for control of OPFOR during drill.
- c. Background Materials:
 - (1) Prior Drills:
 - (a) Carrier team moves to alternate position.
 - (b) Squad occupies hasty battle position dismounted with carrier.
 - (c) Squad executes fire and maneuver.
 - (2) ARTEP mission/tasks that the Drill supports:
 - (a) Squad Defend/Disengage (3-III-3-9); Remount (3-III-3-10); React to Indirect Fire (3-III-9-4).
 - (b) Attack/Remount (3-III-2-13); Disengage (3-III-2-14).
 - (3) References:
 - (a) FM 7-7, The Mechanized Infantry Platoon and Squad.
 - (b) FM 21-75, Combat Skills of the Soldier, CI.
 - (c) TC 7-1, The Rifle Squads (Mechanized and Light Infantry).

4. MANDATORY SQUAD MEMBER SOLDIER'S MANUAL TASKS

- a. Task to be trained before training on this Drill: None.
- b. Task to be trained during Drill Training, if necessary:
 - (1) Control rate and distribution of fire, FM 7-11B1/2, page 2-VII-A-1.1.

Additional Training Source:
 - (a) TEC Lesson 010-071-1057-F, Control Rate and Distribution of Fire.
 - (2) Control movement, FM 7-11B1/2, page 2-VII-C-1.1.

5. DRILL PREPARATION

- a. Summary of Training Objective: Tell the squad the training objective in your own words. Use the following task, conditions, and standards as a guide.
 - (1) Task: "You will be learning the technique of disengaging from an enemy contact under fire while having the maneuver team remount."
 - (2) Conditions: "The squad is dismounted defending and occupying a hasty battle position. The decision has been made to move the squad in its carrier to a supplementary battle position."
 - (3) Standards: "The carrier team takes a covered and concealed position oriented on the attacking force and near the maneuver team. The maneuver team covers the carrier's moves with fire and smoke as necessary. Once in position, the carrier team covers the maneuver team's movements with suppressive fire. The maneuver team moves to carrier in prearranged increments using fire and maneuver techniques."
- b. Orientation: Tell the squad in your own words why the task is important. Use the following as a guide for doing this:

"Breaking contact with the enemy and withdrawing to a better tactical position is a critical combat maneuver. It can only be accomplished if all members of the squad know and follow their assignments. To be effective it must be done quickly before the enemy is aware of what is happening. Quick and smooth execution is a must."
- c. Caution: Tell the squad the standard safety caution for using blank ammunition.

6. PRETEST

7. PRESENTATION

- a. **Optional Demonstration:**
 - (1) If a nearby squad has successfully performed the task have this squad demonstrate the drill.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.
- b. **Set-up Directions:**
 - (1) **Training Site:** Terrain should be -
 - (a) At least 100 meters wide by 400 meters deep.
 - (b) Have an avenue of approach through the training area adequate for an OPFOR platoon (three or four vehicles).
 - (c) Off a tactical sound defensive position.
 - (2) **OPFOR:** Emplace OPFOR machinegun team in covered and concealed position. Instruct OPFOR to remain in position and open fire on signal from Trainer. Their role is to keep pressure on the drilling to ensure they employ good combat techniques during the withdrawal.
 - (3) **Unit:** Squad is occupying a hasty battle position dismounted. Squad leader has designed the order that the fire team will disengage.
- c. **Walk Through.**

TRAINER'S GUIDE
SQUAD EXECUTES ANTIARMOR AMBUSH

1. RESPONSIBILITIES

- a. Trainers: Squad Leader; Platoon Leader/Platoon Sergeant.
- b. Evaluators: Platoon Leader/Platoon Sergeant; Company Commander.

2. TRAINING OBJECTIVE

- a. Task: Squad executes ambush against armor target(s).
- b. Conditions:
 - (1) Friendly: Squad is in position to spring an antiarmor ambush.
 - (2) Enemy: Contact with OPFOR armor units is expected.
- c. Standards:
 - (1) All members of the squad and equipment are positioned in a covered and concealed firing position within one minute of notice.
 - (2) When enemy armor enters kill zone, the dragon gunner fires immediately at the target identified by the squad leader.
 - (3) Each man in the squad, except the dragon gunner, machine gunner, and assistant gunner, fire a law/viper at the sides or rear of the OPFOR vehicles.
 - (4) All members open fire simultaneously upon impact of the dragon round (within one second).
 - (5) Machine gunners engage exposed OPFOR crewman, vehicle optics and dismounted troops.
 - (6) Security team blocks entrance and exit to the kill zone to prevent OPFOR escape.
 - (7) One member of the armor/killer team detonates the demolitions under vehicles and in deadspace occupied by escaping OPFOR troops.
 - (8) Grenadiers fire at sides of vehicles and dismounted troops.
 - (9) Squad continues to fight until squad leader signals break contact.

3. TRAINER/EVALUATOR PREPARATION

a. Leader Soldier's Manual Tasks:

- (1) Organize an antiarmor ambush, FM 7-1 IB3, page 2-VIII-B-1.1.

Additional Training Sources:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad.
- (b) TEC Lesson 010-071-1080-F, Organize an Antiarmor Ambush.
- (c) TEC Lesson 010-071-1081-F, Employ Antiarmor Weapons.
- (d) TEC Lesson 010-071-1082-F, Employ an Armor Killer Team.

- (2) Conduct an antiarmor ambush, FM 7-1 IB3, page 2-VII-B-2.1.

Additional Training Sources:

See sources listed in (1) above.

b. Resources:

- (1) Blank ammunition for:

- (a) M16 Rifles
- (b) M60 Machinegun

- (2) Dragon

- (3) 4-LAW

- (4) 2-M 203 grenade launchers

- (5) 2-PRC-77 radios

- (6) Location: Field (see Set-up Directions, below, for details).

- (7) OPFOR: Two armored vehicles (may be simulated) in radio contact with trainer. Waits for drilling unit to spring ambush before employing counter actions on signal from trainer.

c. Background Materials:

- (1) Prior Drills:

- (a) Carrier team prepares to support by fire.

- (b) Squad reacts to contact.

- Dismounted

- Mounted

- (c) Squad occupies hasty battle position dismounted.

- (d) Squad employs direct fire.

- (2) ARTEP missions/tasks that the Drill supports:

- (a) Squad Antiarmor Ambush/Select and occupy ambush site (3-III-5-2); Prepare ambush site (3-III-5-3); Conduct the ambush (3-III-5-9).

- (3) References:

- (a) FM 7-7, The Mechanized Infantry Platoon/Squad.

- (b) FM 7-11/B3, Soldier's Manual.

- (c) TC 7-1, The Rifle Squads (Mechanized and Light Infantry).

- (d) TC 7-24, Antiarmor Tactics and Techniques for Mechanized Infantry.

- 4. MANDATORY SQUAD MEMBER SOLDIER'S MANUAL TASKS

- a. Tasks to be trained before training on this Drill:

- (1) Construct a fighting position (Dragon/90-mm RCLR), FM 7-11B1/2, page 2-III-H-7.1.

- Additional Training Sources:

- (a) FM 7-7, The Mechanized Infantry Platoon and Squad.

- (b) TC 7-24, Antiarmor Tactics and Techniques for Mechanized Infantry.

- (2) Prepare the Dragon for firing, FM 7-11B1/2, page 2-III-H-2.1.

- Additional Training Sources:

- (a) TC 23-24, Dragon Medium Antitank Assault Weapon System M 47.

- (b) TEC Lesson 94B-071-0146-F, Dragon Employment.

- (3) Determine if target is engageable, FM 7-11B1/2, page 2-III-H-4.1.

- Additional Training Sources:

- See (1) and (2) above.

- (4) Perform immediate action procedures for a Dragon misfire, FM 7-11B1/2, Page 2-III-H-6.1.

Additional Training Sources:

- (a) TM 9-1425-480-10, Operator's Manual; Dragon Weapon System, M47.
- (b) TEC Lesson 948-071-0149-F, Dragon Malfunctions and Destruction.

- b. Task to be trained during Drill Training, if necessary:

- (1) Demonstrate correct Dragon firing positions, FM 7-11B1/2, page 2-III-H-3.1.

Additional Training Sources:

- (1) TC 23-24, Dragon Medium Antitank Assault Weapon System M 47.
- (2) TEC Lesson 948-071-0147-F, Target Engagement.

5. DRILL PREPARATION

- a. Summary of Training Objective: Tell the squad the training objective in your own words. Use the following task, conditions, and standards statements as a guide.

- (1) Task: "You will be learning how to execute an antiarmor ambush."
- (2) Conditions: "The squad is in place to spring an ambush against enemy antiarmor elements."
- (3) Standards: "When the enemy armor enters the kill zone, the dragon gunner will fire as directed by me. Rest of squad opens fire upon Dragon impact, with LAW/Viper and machineguns. Security team blocks entrance and exit to fire zone. Assigned members detonate unplaced demolitions to maximize damage to enemy vehicles and personnel. Squad breaks contact in accordance with prearranged plans upon my signal."

- b. Orientation: Tell the squad in your own words why the task is important. Use the following as a guide for doing this:

"An ambush operation can be one of the most demanding that the squad will be involved in. Timing and coordination are critical and each part of the team is critically dependent on each member doing the right thing at the right time. The successful ambush will depend upon how quickly the unit positions itself at the site, how it springs the trap, and how quickly it departs the area. Unless the enemy armor elements are effectively destroyed, they can turn on the squad and be very dangerous. So we must take full advantage of the

element of surprise and inflict maximum damage with the opening shots. Cool heads, accurate shooting and good combat techniques will put all the advantages on the squad's side."

- c. Caution: Tell the squad the standard safety caution for using blank ammunition.

6. PRETEST

7. PRESENTATION

a. Optional demonstrations:

- (1) If a nearby squad has successfully performed the task have this squad demonstrate the drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

b. Set-up Directions:

(1) Training Site:

- (a) Ambush site has been selected and prepared. The terrain is at least 100 meters wide by 200 meters deep and is along a route which OPFOR armored vehicles will use.
- (2) OPFOR: Mounted OPFOR will consist of two armored vehicles (simulated). They will be in radio contact with the trainer and will wait for the drilling unit to spring ambush before employing counter actions specified by the trainer.
- (3) Unit: Squad is in place, kill zone is formed using natural and/or minefield enclosures.

APPENDIX D

CRITIQUE STATEMENTS

CRITIQUE INDEX

Index Code (Chap/App-Nos.)	Page(s)	Para(s)	Line(s)	Remarks
1 - 1	5	2	5	Add Table (1-1) <u>Contents of Drill Training Package (DTP)</u> . Insert reference statement.
1 - 2	5	3	6	Add Figure (1-1) <u>Guideline Overview</u> . Insert reference statement.
2 - 1	8	1	6	Change title Column 4 of Audit Trail Worksheet.
2 - 2	8 - 18	all	all	Revise/condense the description of Step 1.
2 - 3	19	2	6	Substitute "Related Tasks" for "Correlation."
2 - 4	20	2	7	Add Figure (2-1): Drill Selection Criteria.
2 - 5	29	2	1	Insert statement following Step 2 that Audit Trail Worksheet complete.
2 - 6	21-24	3-all	3-all	Put detailed explanation in Appendix B.
2 - 7	26-32	2-all	2-all	Reword Step 4 and put detailed explanation in Appendix B.
3 - 1	34	1	7	Add explanatory paragraph prior to describing procedures.
3 - 2	34-42	2-all	1-all	Rewrite Step 1 to show Drill Trainer's Guide format only. Put detailed discussion in Appendix C.
4 - 1	47-50	3-all	1-all	Details to Appendix E.
5 - 1	new			Add Chapter 5: Drill Manager's Working Guides.
B-1	20-32	all	all	Add to Appendix B.
C-1	34-42	all	all	Add to Appendix C.
E-1	47-50	all	all	Add to Appendix E.

CRITIQUE STATEMENT

Index Code (I-I)

Comment:

Introducing the reader to the Contents of Drill Training Package Table in Appendix E early in the document would be useful. Also combining it with the information in Table 9 on page 33 would make it more useful.

Recommended Change:

Add the following paragraph and table on pages 5 and 6:

- c. Table I-I summarizes the aids (training documents) that will be developed as the Drill Training Package (DTP).

TABLE I-I

CONTENTS OF DRILL TRAINING PACKAGE (DTP)
 (from draft "Guideline for Designing Drill Training Packages"
 by Hiller, Hardy and Meliza, 1982)

Aid	User and Purpose of Aid
Trainer's Guide (one per Drill)	Used by Squad Leader to plan and prepare for Drill training. (See Appendix B.)
Trainer's Guide Outline (one per Drill)	Used by Squad Leader as an aid in the actual conduct of Drill training in the field. This aid can also be used by the Platoon Leader/Platoon Sergeant to evaluate the conduct of Drill training. (See Appendix C.)
Evaluator's Checklist (one per Drill)	Used by Platoon Leader/Platoon Sergeant to evaluate performance at the end of Drill practice. (See Appendix D.)
Training Management Guide (one per DTP)	Used by Platoon Leader in the planning and scheduling of training. This guide includes the following charts: - Training Roadmap for Drills - Resource Requirements - Mandatory Prior SM Tasks - Train as Required SM Tasks - Soldier's Manual Tasks scored GO after Drills are mastered. (See Appendix D.)

CRITIQUE STATEMENT

Index Code (1-2)

Comment:

Introducing the reader to a Guideline Overview schematic in Chapter 1 would provide a useful tool for assimilating the content of the guideline.

Recommended Change:

Add the following paragraph/figure on pages 5 and 7:

- d. Figure 1-1 gives a diagrammatic overview of the various phases and steps to be discussed in the following chapters. It indicates the major working products that will be developed and the final training products that will be published as the outcome of the process. The reader may want to reproduce this figure as a tracking aid through the guideline. The reader is also referred to the Drill Manager's Working Guides in Chapter Five as an additional guideline summary device.

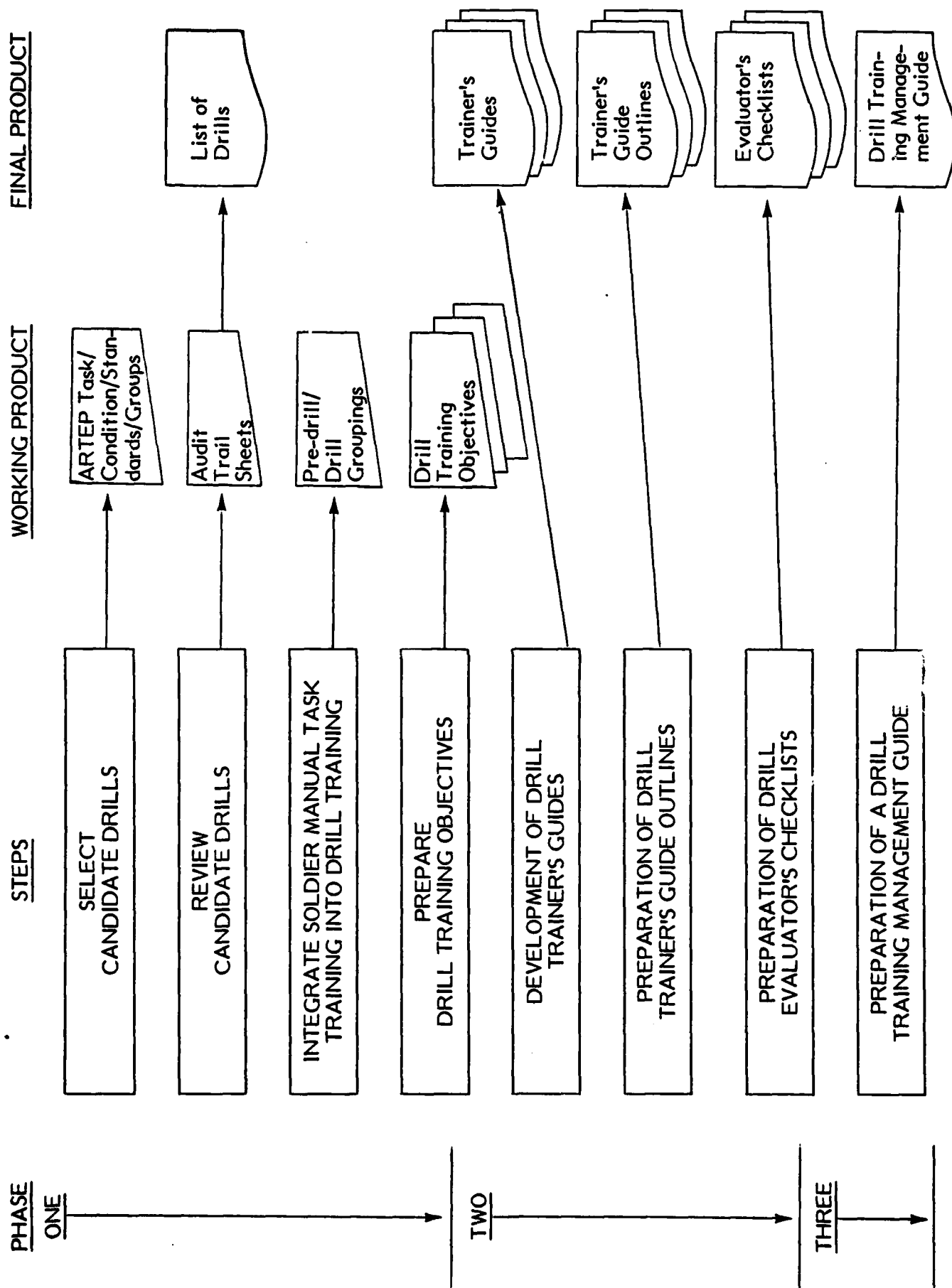


FIGURE 1-1
GUIDE TO OVERVIEW

CRITIQUE STATEMENT

Index Code (2-1)

Comment:

Column 4 of the Audit Trail Worksheet labeled "correlation" could be misleading because of its use in statistical parlance.

Recommended Change:

Substitute "Related Tasks" for "Correlation" in Table 1, Column 4 on page 8.

CRITIQUE STATEMENT

Index Code (2-2)

Comment:

Much of the detail in Step 1 is covered in Appendix A. In order to assist the reader, only portions of the detail need be presented in Chapter 2 so as to ensure a logical presentation.

Recommended Change:

That Step 1 page 8 be revised as follows:

a. Step 1: Select Candidate Drills

(1) The purpose of this step is to determine which ARTEP tasks or groups of tasks describe one or more "chunks of battle" that might make a good Drill or good Drills. The reader is referred to Appendix A for a more detailed discussion.

(2) The ARTEP mission statement is examined with particular attention to the general conditions and primary training/evaluation standards. The mission Tasks, Conditions, and Standards in the T&EO are also examined. Support requirements of opposing force and maneuver area are also noted.

(a) For each ARTEP task:

- enter the ARTEP task name in the first column of the worksheet and
- read the ARTEP conditions and standards to identify all the actions--subtasks/activities/procedures/techniques--that are covered in that task. Remember to pay particular attention to what the soldiers

are doing, individually and as a unit, to accomplish that task.

- (b) Based on experience, create a "typical" scenario that includes all of the tasks that are called out in the ARTEP for that mission. As an aid to scenario development, tie the ARTEP tasks to scenario events so that a natural sequencing of the tasks as they are performed on that mission can be seen diagrammatically. It may also help to "map out" the mission on an imaginary piece of terrain.
 - (c) If the set of actions seems to meet the characteristics of a Drill, as presented in Table 2-2, assign a descriptive name to it and enter that name in Column 2 of the Audit Trail Worksheet and next to the related ARTEP task.
 - (d) Another aid in characterizing and bounding scenario activity is to compare ARTEP tasks using the Battle Activity Classification matrix shown in Figure 2-1.
- (3) The developer now reviews that task in the ARTEP and fills out the first three columns of the Audit Trail Worksheet. Table 2-3 provides an example.

TABLE 2-2

DRILL CHARACTERISTICS

(from draft "Guideline for Designing Drill Training Packages"
by Hiller, Hardy and Meliza, 1982)

Every Drill

- requires performance of some action or actions by most, if not all, of the unit's members; (the actions may or may not require a high degree of coordination among individuals).
- places minimal demands upon the leader for tactical decision-making and for coordination and communication with other units;
- is keyed to one or more ARTEP mission Tasks; (a Drill may be either a part, a combination, or a restatement of one or more ARTEP Tasks);
- has natural start and finish points;
- can be defined to maximize its applicability across ARTEP missions;
- includes activities that require a rapid response to a specific event or order issued by the unit leader;
- requires actions that are relatively standard across situations, i.e., that are Drill-like in character.

ACTIVITY CLASSIFICATION	MISSION _____ ARTEP 71-2	
	TASK/STANDARDS	
	SQUAD	PLATOON
Preparation		
Movement/Deployment		
Engagement (Initiating Activities)		
Engagement (Reactive Activities)		
Regrouping		

FIGURE 2-1
ACTIVITY CLASSIFICATION GROUPING

TABLE 2-3

PARTIALLY COMPLETED (SAMPLE) AUDIT TRAIL WORKSHEET
 (from draft "Guideline for Designing Drill Training Packages"
 by Hiller, Hardy and Meliza, 1982)

AUDIT TRAIL WORKSHEET		
MISSION: <u>SQUAD MOVEMENT TO CONTACT</u>		
Column 1	Column 2	Column 3
ARTEP TASKS	NAMES OF CANDIDATE DRILLS	WHAT ARE SOLDIERS DOING?
Movement to Gain Contact (9-1-A)	1. Squad Moves in Traveling Formation	1. Move in wedge formation under leader's control. 2. Look for signs of the enemy.
	2. Squad Moves in Traveling Overwatch	1. Move in wedge formation under leader's control. 2. Look for signs of the enemy. 3. Overwatch route of advance of lead team.
	3. Squad Moves in Bounding Overwatch	1. Move in wedge formation under leader's control. 2. Look for signs of the enemy. 3. Overwatch route of bounding team. 4. Select and occupy overwatch positions.
Locate and Report Opposing Force (9-1-B)	1. Squad Reacts to Contact	1. Seek cover. 2. Return fire. 3. Report what they observe to leaders. 4. React to leader's firing instructions.
Develop the Situation or Request	1. Squad Fires and Maneuvers	1. High crawl and low crawl. 2. Rush from covered position to covered position. 3. Fire to cover movement of buddies.

CRITIQUE STATEMENT

Index Code (2-3)

Comment:

Same as Index code 2-1.

Recommended Change:

On page 19 paragraph (4) line 6 substitute "Related Tasks" for "Correlation."

CRITIQUE STATEMENT

Index Code (2-4)

Comment:

A Drill Selection Criteria worksheet would be useful to the developer.

Recommended Change:

On page 20 insert following Table 5:

- (6) As a further check, each potential candidate drill should be finally checked against the criteria shown on the worksheet format at Figure 2-2.

CANDIDATE DRILLS			
SELECTION CRITERIA	1.	2.	3.
Battle Related?			
All Members Involved?			
Involve Physical Movements?			
Is It Observable Performance?			
At Appropriate Skill Level?			
Does It Have Logical Begin/End?			
Drill Completed 15-30 Minutes?			
Non-Hazardous?			
Non-Redundant? (With Other Drills)			

FIGURE 2-2
DRILL SELECTION CRITERIA
D-15

CRITIQUE STATEMENT

Index Code (2-5)

Comment:

An indication that at the completion of Step 2, the Audit Trail Worksheet is complete would be useful information.

Recommended Change:

On page 20 prior to Step 3 add the following paragraph:

(6) At the completion of Step 2 the entries on the Audit Trail Worksheet will be complete. The developer will use the worksheet as a primary reference in subsequent procedures described below.

CRITIQUE STATEMENT

Index Code (2-6)

Comment:

Much of the detail on pages 21-24 could be added to Appendix B.

Recommended Change:

Following Table 6, page 21 add the following paragraph:

- (3) Appendix B contains more details of the procedures involved in integrating Soldier Manual task training into drills. Whenever possible, Soldier's Manual tasks should be trained as part of the Drills, because motivation to learn and ability to apply what is learned are generally higher in natural settings where a group is working toward a shared goal. The procedure for classifying tasks, shown in Figure 2-3, is structured so that Soldier's Manual tasks will be included in Drills, if at all possible. The Drill developer will incorporate the information gathered in this step into the Drill Trainer's Guide as will be discussed in Chapter 3.

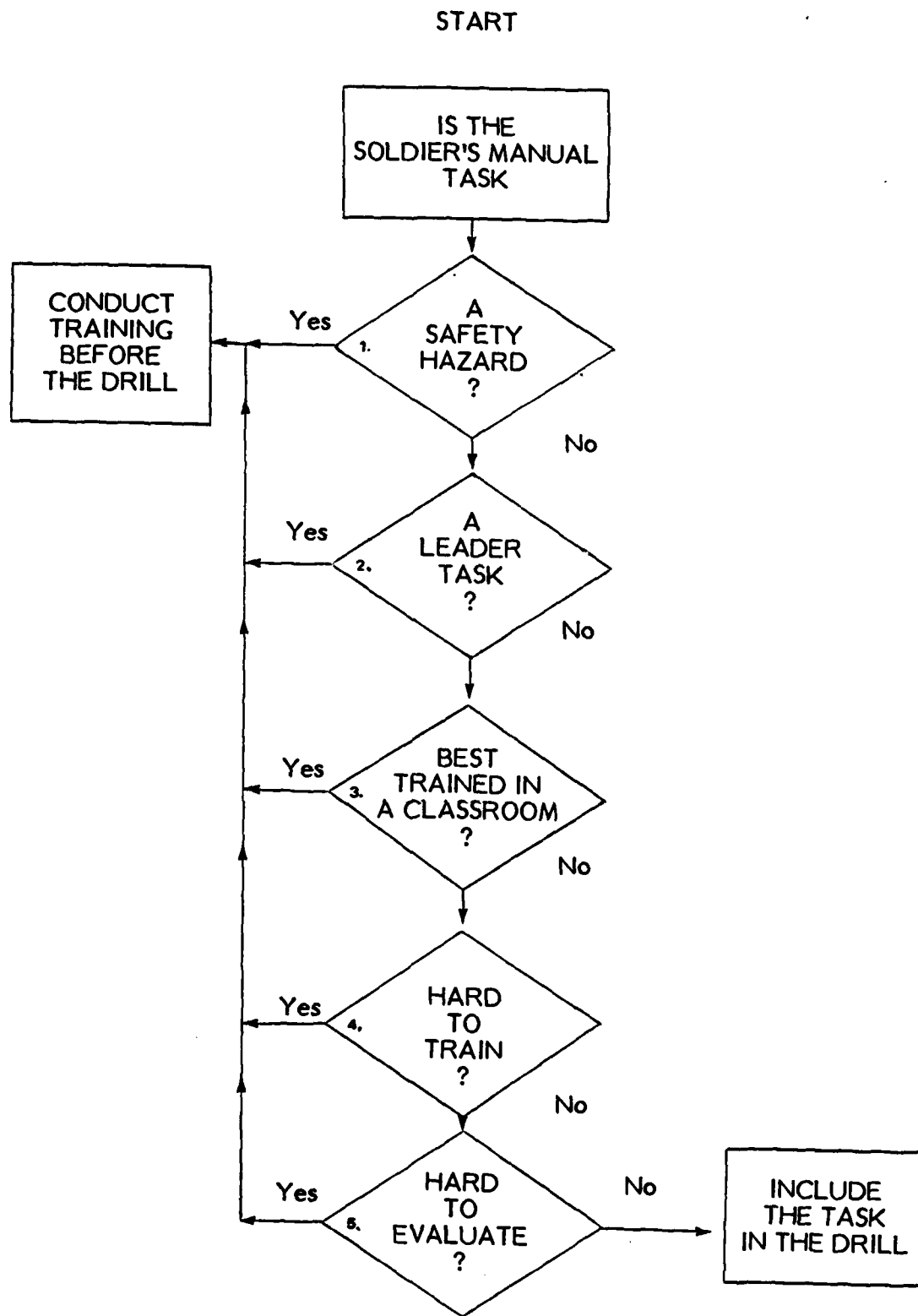


FIGURE 2-3

PROCEDURE FOR ASSIGNMENT OF SOLDIER'S MANUAL TASKS
FOR DRILL TRAINING

(from draft "Guideline for Designing Drill Training Packages"
by Hiller, Hardy and Meliza, 1982)

CRITIQUE STATEMENT

Index Code (2-7)

Comment:

Much of the detail in Step 4 on preparing Drill Training Objectives could be put in Appendix B.

Recommended Change:

d. Step 4. Prepare Drill Training Objectives

- (1) The purpose of this step is to prepare a detailed statement of the training objectives for each Drill. These training objectives are WORKING DOCUMENTS FOR THE DRILL DEVELOPER. The training objectives themselves do not go to the eventual user, but the developer will incorporate the information from them into the final Drill Training Package.
- (2) The format of the Drill Training Objective is shown in Figure 2-4 (see more details/examples in Appendix B). The actual development of the set of these working documents constitutes a significant milestone in the drill development project, for they capture the essence of drill activity.
- (3) At the completion of step 4, the developer has produced:
 - A list of candidate drills
 - Drill Training Objectives for each drill.

Line	Section
a.	
b.	<u>Drill Title</u>
c.	<u>Drill Task</u>
d.	<u>Conditions</u>
e.	• <u>Friendly</u>
f.	• <u>Enemy</u>
g.	• <u>Other</u>
h.	<u>Set-Up Directions</u>
i.	• <u>Training Site</u>
j.	• <u>OPFOR</u>
k.	• <u>Unit</u>
l.	<u>Start/Finish Directions</u>
m.	• <u>Start</u>
n.	• <u>End</u>
o.	<u>Performance Standards</u>
o ₁	1.
o ₂	2.
o ₃	3.
o ₄	4.
o ₅	5.

FIGURE 2-4
FORMAT OF DRILL TRAINING OBJECTIVES

CRITIQUE STATEMENT

Index Code (3-1)

Comment:

A brief description of the steps to follow would provide the reader with a useful perspective.

Recommended Change:

On page 34, paragraph 1: Modify last sentence and add statement as follows:

. . . . The steps below are covered in the order recommended above using the Drill Training Objectives as a major working document.

- Step 1: Trainer's Guides
- Step 2: Trainer's Guide Outlines
- Step 3: Evaluator's Checklists
- Step 4: Drill Training Management Guide

The following sections describe them briefly. A more extensive discussion is found in Appendix C. Examples are also found in Appendix C, D, and E.

CRITIQUE STATEMENT

Index Code (3-2)

Comment:

Much of the detail contained in Step I could be placed in Appendix C. This introduces the reader to the format and major ideas and provides a convenient package (Appendix C) for doing the actual work.

Recommended Change:

Revise paragraph 3-2 on pages 34-42 as follows:

3.2 Procedures

a. Step I: Prepare Drill Trainer's Guides

(1) The purpose of this step is to prepare the materials that the trainer will use in garrison to plan and prepare for Drill training.

(2) Details and examples of a Trainer's Guide for a Light Infantry Squad Drill appears at Appendix C. The following paragraphs give a brief summary of the Drill Trainer's Guide format.

(a)

Section I. RESPONSIBILITIES
a. Primary Trainer; Alternate Trainer
b. Primary Evaluator; Alternate Evaluator

In Section I, the Developer identifies primary and alternate Drill trainers and evaluators. In most cases, the primary Drill trainer will be the unit's primary

individual skills trainer, e.g., in the case of Light Infantry squads, the primary Drill trainer is the Squad Leader, the alternate trainer the Platoon Sergeant.

(b)

Section 2. TRAINING OBJECTIVE

- a. Task Description
- b. Conditions
 - (1) Friendly
 - (2) Enemy
- c. Standards
 - (1) First Action
 - (2) Second Action
 - (3) Etc.

The Developer extracts Section 2 directly from the Drill Training Objectives that he prepared in Phase One (see Chapter 2).

(c)

Section 3. TRAINER/EVALUATOR PREPARATION

- a. Leader Soldier's Manual Tasks
- b. Training Resources
- c. Background Materials
 - (1) Prior Drills
 - (2) ARTEP Missions/Tasks supported by Drill
 - (3) References

(d)

Section 4. MANDATORY SOLDIER'S MANUAL TASKS FOR SOLDIERS

- a. Tasks to be trained before the Drill
- b. "Optional" tasks to be trained during the Drill period.

Section 4 lists Soldier's Manual tasks that should be trained before the Drill training, and Soldier's Manual tasks that might be trained along with the Drill at the trainer's option.

(e)

Section 5. DRILL PREPARATION

- a. Summary of Training Objectives presented as informal statement covering:
 - (1) Task
 - (2) Conditions
 - (3) Standards
- b. Orientation Statement
 - Tells why the Drill is important.
 - Explains when the Drill task would be used in combat.
 - Explains how proper or improper performance of Drill task influences individual and unit survivability and mission accomplishment.
- c. Caution

From Section 5 on, the Developer tells the trainer how to execute the Drill in the field. The developer must bear in mind that experience has shown that the trainer will use the materials in Sections 5 through 8 as he executes the Drill in the field. In preparing these Sections, the developer must draw upon his troop leading experience as well as published doctrine.

(f)

Section 6. PRETEST

The developer includes this section simply to remind the Drill trainer to plan on pretesting when appropriate.

(g)

Section 7. PRESENTATION

a. Optional Demonstration

- (1) If a nearby unit has successfully performed the task, have the unit demonstrate the Drill.
- (2) Explain what they are doing and why, as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

b. Set-up Directions

- (1) Training Site
- (2) OPFOR
- (3) Unit

c. Walk-thru

- (1) Before the Walk-thru
- (2) During the Walk-thru

Section 7 covers the presentation of formal Drill training.

(h)

Section 8. PRACTICE

- a. Conduct the Drill according to the directions in the Walk-thru.**
- b. Variations for repeating a Drill.**

In Section 8, the Developer provides guidance on how the trainer is to conduct practice on the Drill.

(i)

Section 9. PERFORM

Section 9 contains the developer's reminder to the trainer to "Go for Record."

CRITIQUE STATEMENT

Index Code (4-1)

Comment:

Much of the detail in Chapter 4 is, in effect, shown and discussed in Appendix E. Shortening the discussions in Chapter 4 by linking it to Appendix E, both preserves an introductory overview and captures the necessary working detail without excessive redundancy.

Recommended Change:

Revise Chapter 4 as follows:

CHAPTER 4, PHASE THREE: PREPARATION OF A DRILL TRAINING MANAGEMENT GUIDE

4-1. Overview

a. The developer must prepare one Drill Training Management Guide to cover the planning, preparation, and execution of all of the Drills in the DTP. He develops the Management Guide to meet the following three objectives:

- (1) To explain the Drill training concept and its benefits to users in operational units;
- (2) To describe the Drill training materials (Trainer's Guides, etc.), and to explain how to use them;
- (3) To provide information in convenient form (e.g., lists, tables, and charts) that can help the trainer and supervisor to plan/schedule Drill training and Drill-related SM Task Training.

4-2. Procedures

a. The Drill Training Management Guide is organized as shown in Table 11. The developer will note that paragraphs 1-6 correspond to Phase 1; 7, Phase 2; and 8 and 9, Phase 3.

b. The Developer is referred to the Drill Training Management Guide for Light Infantry Squads at Appendix E. The Drill Developer can, with some revision, incorporate certain sections of that guide into management guides for units other than Light Infantry squads. Such revisions entail the Developer's replacing examples of Drills related to Light Infantry squads with examples related to the target unit, and also replacing the lists, tables, and charts specific to Light Infantry. The Developer can make most of these changes by using information in the Drill Trainer's Guides. As noted in Table II, an asterisk indicates those parts of the Drill Training Management Guide that will need to be specifically tailored for the developer's particular combat arm.

TABLE II
ORGANIZATION OF DRILL TRAINING MANAGEMENT GUIDE

- | | |
|-------------------------------------|--|
| Para 1. | Introduction |
| * 2. | Description of Drills |
| 3. | Advantages of Drills |
| * 4. | ARTEP Mission Preparation |
| 5. | Integration of Individual and Collective Training |
| 6. | Drill Training System |
| 7. | Drill Training Package |
| | a. Drill Trainer's Guide |
| | b. Drill Trainer's Guide Outline |
| * | c. Drill Evaluator's Checklist |
| * 8. | Planning and Scheduling Drill Training |
| * 9. | Planning and Scheduling Soldier's Manual Task Training |
| * Rewrite or adapt for each new DTP | |

CRITIQUE STATEMENT

Index Code (5-1)

Comment:

Adding a chapter on Drill Managers Working Guides: (a) provides some useful working tools to the developer; (b) serves as a useful summary of the process itself.

Recommended Change:

Add Chapter 5 as follows:

CHAPTER V
DRILL MANAGERS WORKING GUIDES

The purpose of this chapter is to present two working tools for the management of a drill development project:

- (a) Drill Package Planning Sheet
- (b) Drill Development Management Sheets

Drill Package Planning Sheet

This form (Figure 5-1) is designed to give both the manager and the developer a feel for the percent of time likely to be spent on individual sections of the Drill Training Packages. It also serves to provide an overview of the principal parts of the project.

Drill Development Management Sheets

Figure 5-2 shows a detailed breakout of key events in the development process. As a management tool, it provides a manager with a quick status of his project. It also provides a convenient mechanism for understanding the interrelations of the various parts of the process for developing a Drill Training Package.

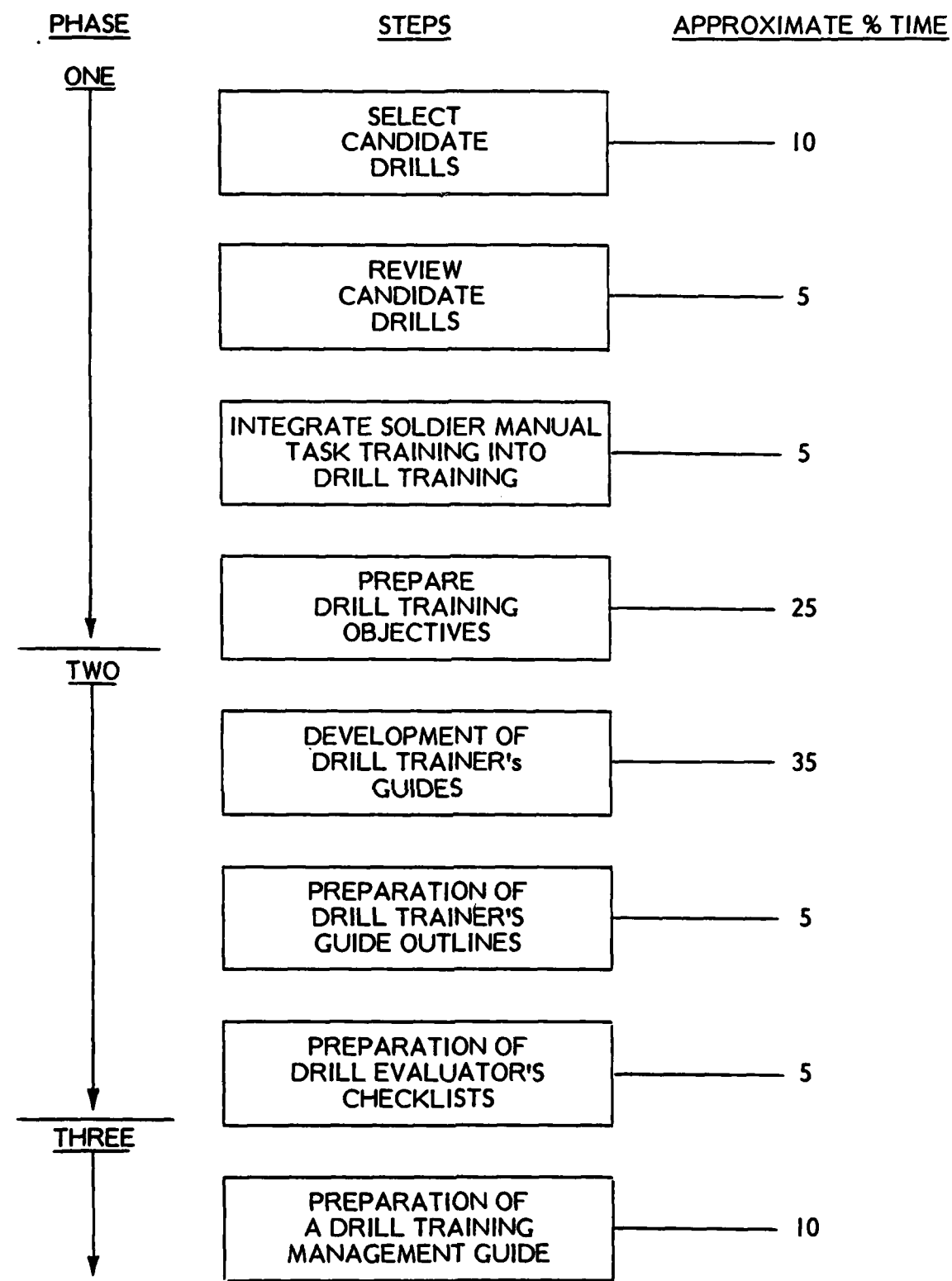


FIGURE 5-1
DRILL PACKAGE PLANNING SHEET

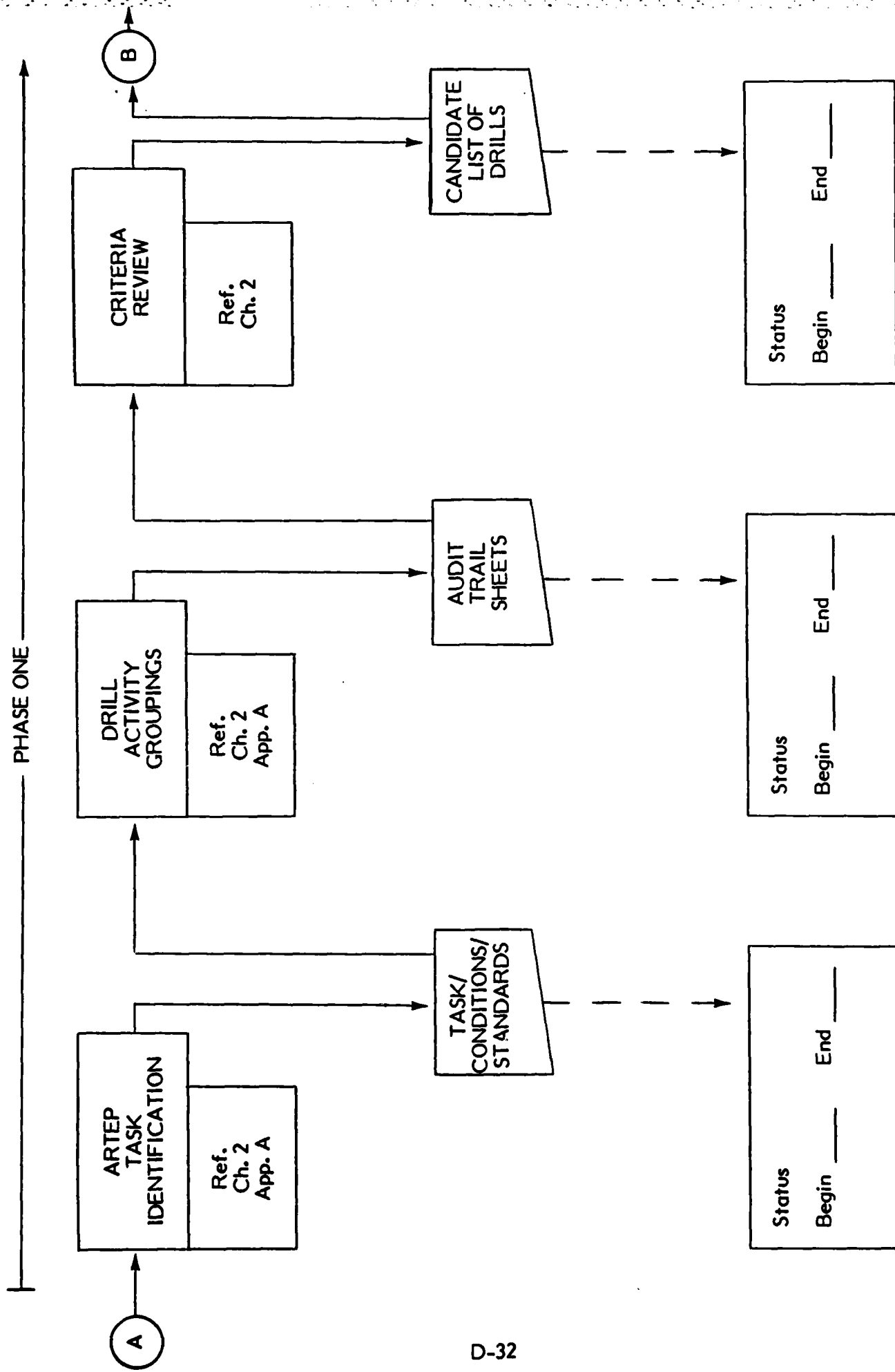
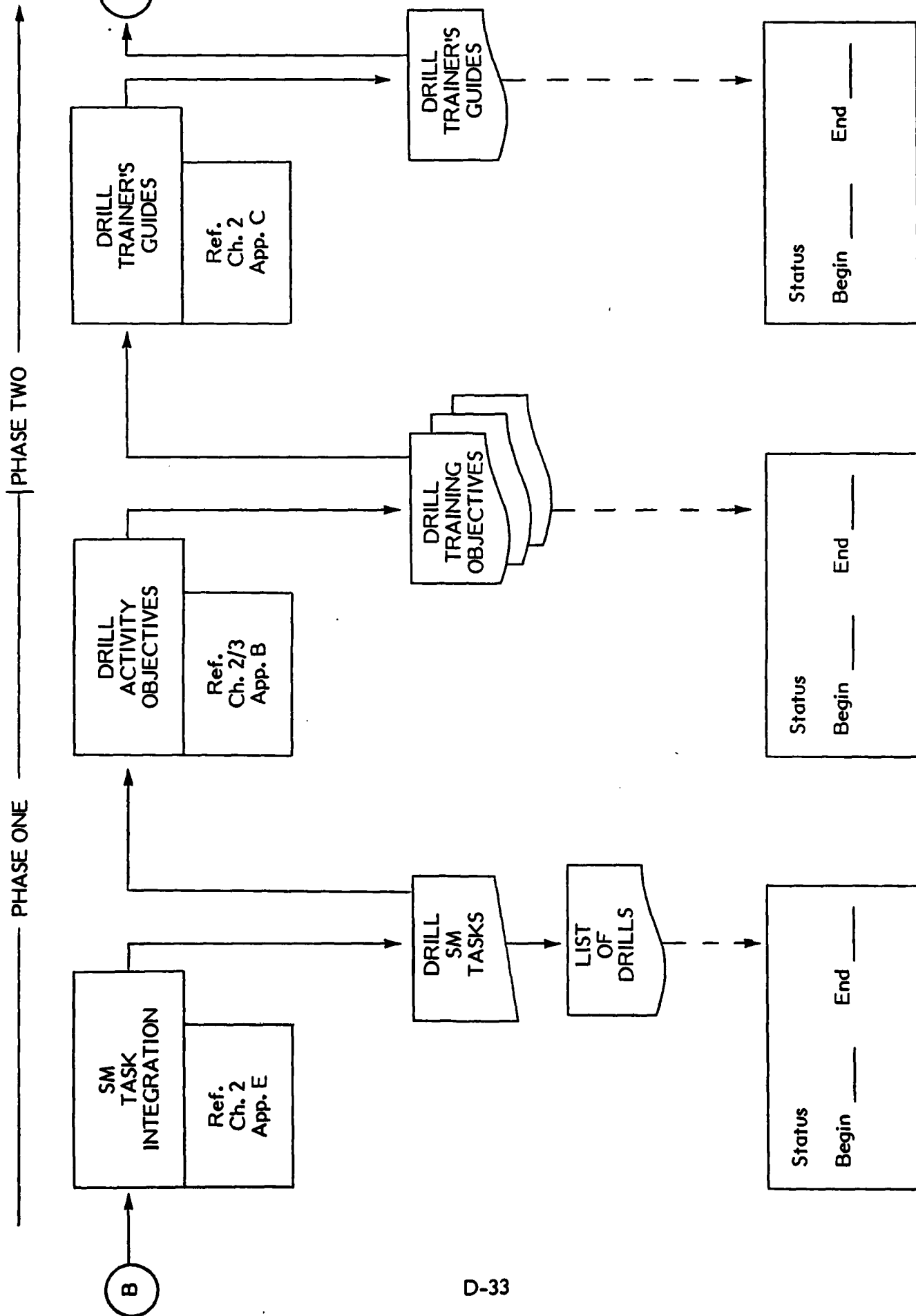


FIGURE 5-2: DRILL DEVELOPMENT MANAGEMENT SHEET



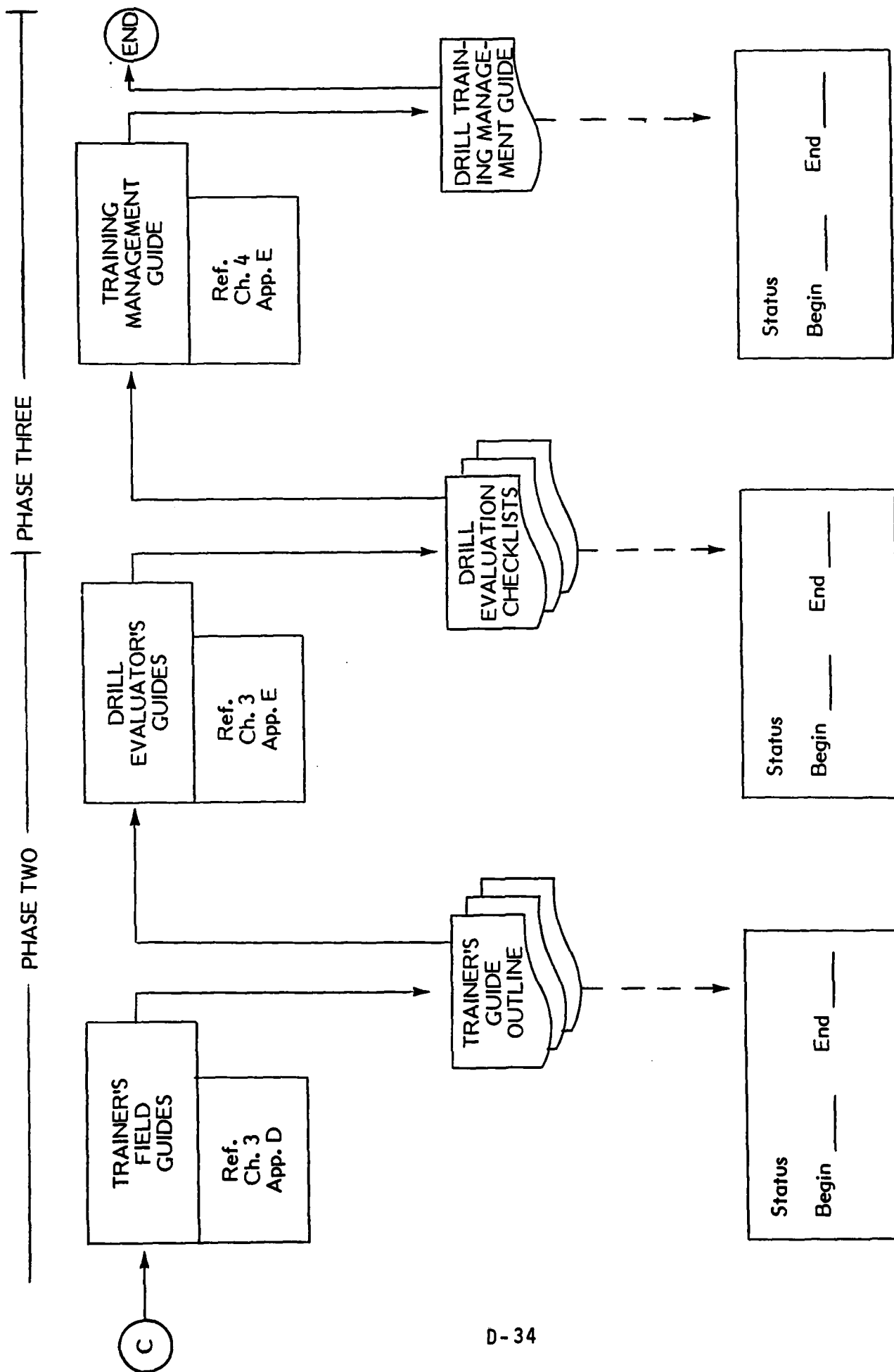


FIGURE 5-2: (Continued)

CRITIQUE STATEMENT

Index Code (B-1)

Comment:

Put the details of Steps 3 and 4 of Phase One into Appendix B (see Index Code 2-6 and 2-7).

Recommended Change:

Put the detailed explanation of Steps 3 and 4 at pages 20 through 32, into front of Appendix B.

CRITIQUE STATEMENT

Index Code (C-1)

Comment:

Put the details of Step I and Phase Two into Appendix C (see Index Code 3-2).

Recommended Change:

Put the details of Step I Phase Two pages 34 through 42 into front of Appendix C.

CRITIQUE STATEMENT

Index Code (E-1)

Comment:

Put the details of paragraph 4-2 into Appendix E (see Index Code 4-1).

Recommended Change:

Put the contents of paragraph 4-2, pages 47 through 50 into Appendix E.