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Research Product 85-33

Drill Training and Evaluation Guidebook

for

Light Motorized Platoons and Squads

Presidio of Monterey Field Unit

Training Research Laboratory

February 1985

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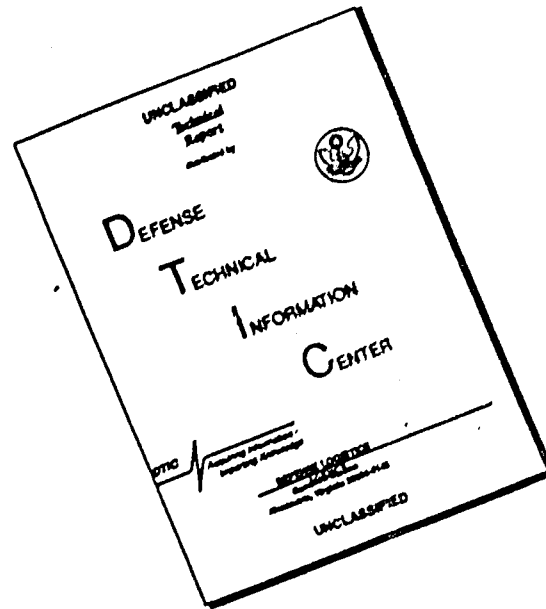


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for

Light Motorized Platoons and Squads

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Department of the Army

February 1985

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Education and Training



**DRILL TRAINING AND EVALUATION GUIDEBOOK**

**FOR**

**LIGHT MOTORIZED PLATOONS AND SQUADS**

**OCTOBER 1983**

**DRILL TRAINING AND EVALUATION GUIDEBOOK  
FOR  
LIGHT MOTORIZED PLATOONS AND SQUADS**

**ARMY RESEARCH INSTITUTE  
PRESIDIO OF MONTEREY FIELD UNIT**

**Prepared by Unit Training Programs Team**

**Jack H. Hiller   Guthrie D. Hardy   David M. Johnson**

These training and evaluation guides were prepared by ARI at the request of the Advanced Technology Light Division. Development of this research product was coordinated with:

**U.S. ARMY INFANTRY SCHOOL**

**U.S. ARMY TRAINING BOARD**

**OCTOBER 1983**

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20. ABSTRACT (Continue on reverse side if necessary and identify by block number) ARI designed the Drill Training Package in response to a CSofA policy directive in 1980 to standardize training for small units (such as the rifle squad) through programs which integrated individual and collective training. Working with the Army Training Board as project sponsor, ARI developed a small-unit training program featuring:  <ul style="list-style-type: none"> <li>• Squad and platoon drills to be executed in response to enemy threat or leader order; (over)</li> </ul>		

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## 20. ABSTRACT (cont.)

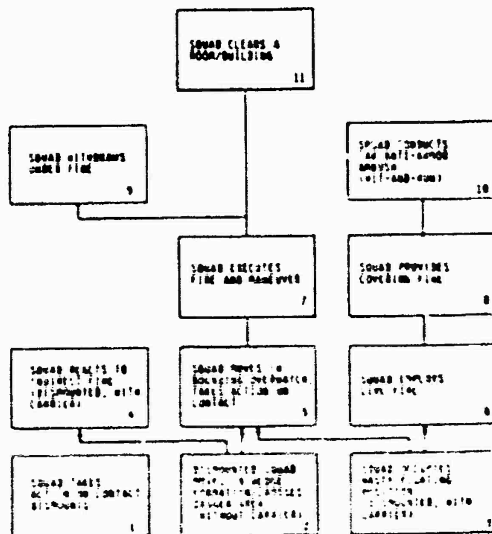
- standardized training procedures and conditions;
- explicitly integrated individual (Soldier's Manual) and unit collective (ARTEP) training;
- enhanced realism and validity of tactical training through the use of the Multiple Integrated Laser Engagement System (MILES);
- step-by-step guides including task, conditions, standards and coaching points for use by the trainer in preparing for and executing the training in the field.

The Drill Training and Evaluation Guidebook for Light Motorized Platoons and Squads is the pocket-sized guide for the leader/trainer to use in training and evaluating his troops in the field. The Guidebook helps the small unit leader plan his training, execute and evaluate the results of his training, and lead his troops in training and tactical operations. Specifically, the Guidebook includes aids for:

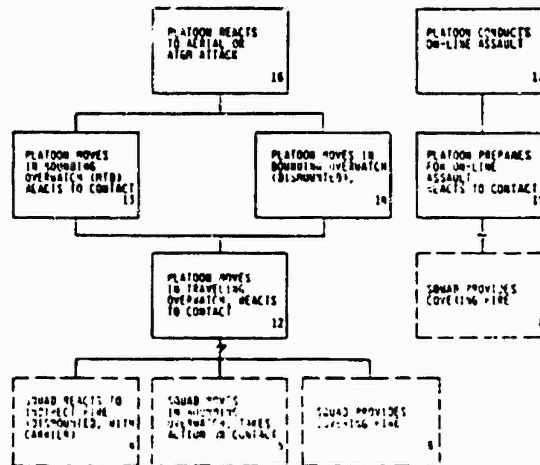
- Planning;      • squad and platoon drill training roadmaps.
- Leaders;        • summary of troop leading procedures,
- contents of the OPORD,
- arm and hand signals.
- Training; and   • training objective
- orientation guide
- applicable cautions
- set-up instructions
- walk-thru instructions
  - task/conditions/standards
  - coaching points
- Evaluation • Drill Evaluator's Checklist

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LIGHT MOTORIZED INFANTRY SQUAD ROADMAP



LIGHT MOTORIZED INFANTRY PLATOON ROADMAP



TROOP LEADING PROCEDURES

1. BEGIN PLANNING

A. DEVELOP ESTIMATE OF THE SITUATION (REVIEW THE MISSION TO BE SURE YOU UNDERSTAND IT)

B. PLAN THE USE OF AVAILABLE TIME; ISSUE WARNING ORDER

C. CONTINUE TO UPDATE YOUR ESTIMATE

(1) ANALYZE TERRAIN FROM MAP, SKETCH, OR AERIAL PHOTOGRAPH FOR:

- (A) OBSERVATION AND FIELDS OF FIRE
- (B) COVER AND CONCEALMENT
- (C) OBSTACLES
- (D) KEY TERRAIN FEATURES
- (E) AVENUES OF APPROACH

(2) ANALYZE ENEMY: STRENGTH, LOCATIONS, CAPABILITIES, MISSION, AND LIKELY RESPONSE.

2. ARRANGE FOR:
  - A. MOVEMENT OF UNIT (WHERE, WHEN, HOW)
  - B. RECONNAISSANCE (SELECT: ROUTE, PERSONS TO TAKE ALONG, JOBS/TASKS OF SUBORDINATES)
  - C. DELIVERY OF ORDER (NOTIFY SUBORDINATE LEADERS OF TIME AND PLACE)
  - D. COORDINATION (ADJACENT AND SUPPORTING UNITS)
3. MAKE RECONNAISSANCE (COMPLETE ANALYSIS OF ENEMY AND TERRAIN)
4. COMPLETE PLAN (CONFIRM INITIAL ESTIMATE)
5. ISSUE ORDER (SEE PAGE A-3)
6. SUPERVISE ACTIVITIES (A CONTINUOUS PROCESS THROUGHOUT THE MISSION)

A-2

OPERATOR CHECK

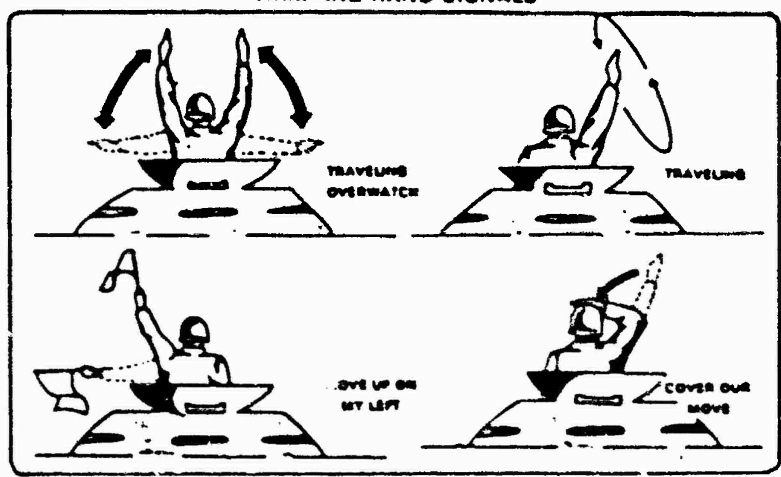
		NO	
		GO	GO
<b>1. SITUATION</b>			
<b>A. BATTLE POSITION</b>			
(1) ESTIMATED COM. NO., WEAPONS, AND TERRAIN	_____	<input type="checkbox"/>	<input type="checkbox"/>
(2) CAPABILITIES	_____	<input type="checkbox"/>	<input type="checkbox"/>
(3) PROBABLE COURSE OF ACTION	_____	<input type="checkbox"/>	<input type="checkbox"/>
<b>B. TERRAIN CHECK</b>			
(1) NUMBER OF HIDE SPOTS	_____	<input type="checkbox"/>	<input type="checkbox"/>
(2) NUMBER OF ADVANTAGE POS (CLIFF, HOLE, FURT, ROAD)	_____	<input type="checkbox"/>	<input type="checkbox"/>
(3) NUMBER AND LOCATION OF SUPPORTING ELEMENTS	_____	<input type="checkbox"/>	<input type="checkbox"/>
<b>C. ATTACHMENTS AND REFERENCES</b>			
(1) ATTACHMENTS	_____	<input type="checkbox"/>	<input type="checkbox"/>
<b>2. MESSAGE: WHO, WHAT, WHEN, WHERE, HOW (CORRECTED)</b>			
<b>3. MESSAGE</b>			
<b>A. OBJECT OF MESSAGE</b>			
(1) NUMBER OF ELEMENTS	_____	<input type="checkbox"/>	<input type="checkbox"/>
(2) NUMBER OF ELEMENTS, POSITION	_____	<input type="checkbox"/>	<input type="checkbox"/>
(3) NUMBER	_____	<input type="checkbox"/>	<input type="checkbox"/>
(4) TACTICAL REASONS TO RECONNAISSANCE CHECK	_____	<input type="checkbox"/>	<input type="checkbox"/>
(5) PLAN OF THE MESSAGE	_____	<input type="checkbox"/>	<input type="checkbox"/>
<b>B. SECURITY RECONNAISSANCE FOR ELEMENTS, TIME, AND MOVEMENTS</b>			
<b>C. RECONNAISSANCE RECONNAISSANCE, RECONNAISSANCE</b>			
(1) TIME OF RECONNAISSANCE (AND OTHER, IF APPLICABLE)	_____	<input type="checkbox"/>	<input type="checkbox"/>
(2) NUMBER AND ALTERNATE NUMBER	_____	<input type="checkbox"/>	<input type="checkbox"/>
(3) RECONNAISSANCE FOR RECONNAISSANCE	_____	<input type="checkbox"/>	<input type="checkbox"/>

B-1

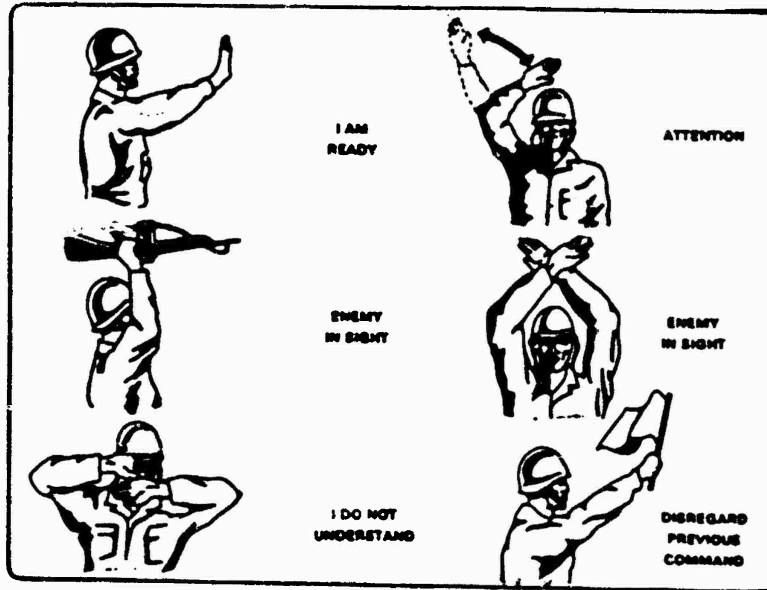
	GO	NO GO
(4) BALLY POINTS AND ACTIONS AT BALLY POINTS		
(5) REWARDS AND INSPECTIONS		
(6) OVER PLANS FOR CONTROL		
(7) OVER SPECIFIC INSTRUCTIONS		
<b>4. MEDICAL SERVICE</b>		
<b>A. MEDICAL</b>		
(1) INJURY		
(2) HELPING AND EQUIPMENT		
(3) AID AND ASSISTANCE		
(4) BUFFERS PATROL		
<b>B. TRANSPORTATION</b>		
<b>C. MEDICAL TRANSPORT</b>		
<b>D. PERSONNEL</b>		
<b>E. FURNISHING OF MED</b>		
<b>5. OTHER AIR SIGNALS</b>		
<b>A. SIGNALS</b>		
(1) FORWARDER AND BALL CODES		
(2) FORWARDER AND SIGNALS		
(3) CHALLENGE AND RESPONSE		
(4) ONE WORD		
<b>B. SIGNALS</b>		
(1) FORWARDER, LEADER LOCATION		
(2) GOALS OF FORWARD		

B-2

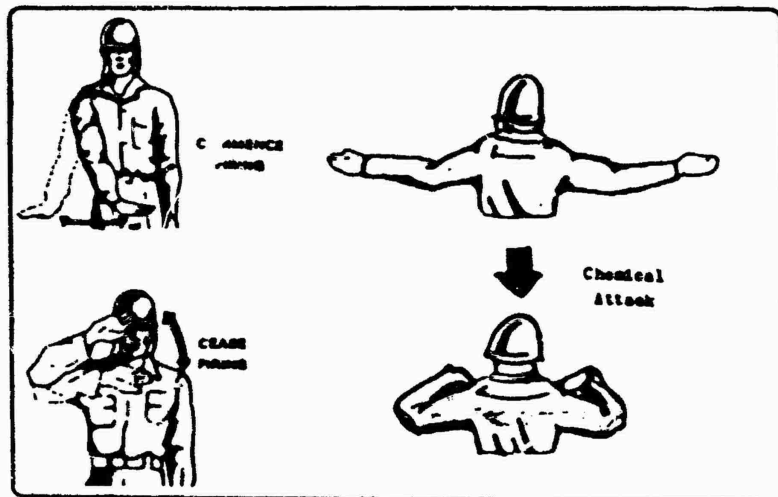
**ARM AND HAND SIGNALS**



C-1

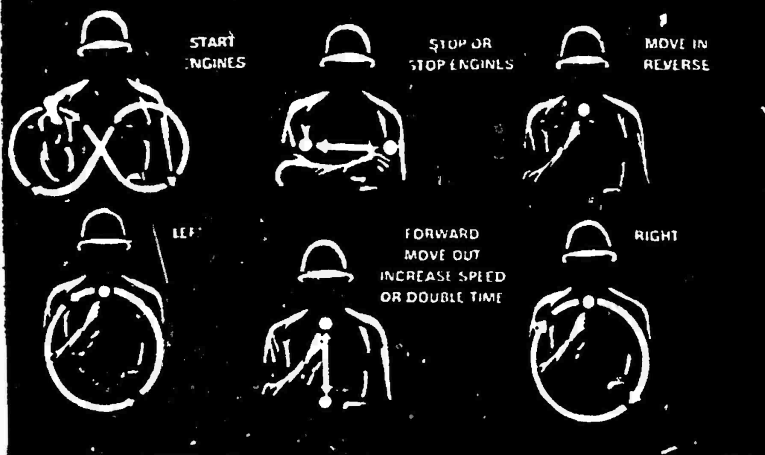


C-2



C-3

NIGHT ARM AND HAND SIGNALS WITH FLASHLIGHT



NOTE:

DRILLS SHOULD BE PERFORMED UNDER DAY, NIGHT AND LIMITED VISIBILITY CONDITIONS. ADJUST STANDARDS FOR DECREASED VISIBILITY.

**SQUAD TAKES ACTION ON CONTACT, DISMOUNTS**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning what actions to take when you receive fire while you are moving in the carrier.

**Conditions**

Friendly: Squad is the lead element in a mounted platoon movement.

Enemy: Contact is possible.

**Standards**

	GO	NO GO
<b>WHEN OPFOR OPENS FIRE:</b>		
• Soldier who detects fire reports estimate of threat/range/direction using clock system.		
• Squad immediately engages the OPFOR with Mk-19 and SAW(s).		

b	● Carrier moves out fast to nearest cover.		
c	● Squad Leader orders dismount as soon as carrier reaches best available cover.		
d	● Maneuver Teams rapidly dismount on order, following unit SOP.		
	● Mk-19 delivers fire toward enemy, while Maneuver Teams are dismounting.		
e	● After dismount, carrier uses covered route to move to better position.		
	● After move, Driver rapidly mans Mk-19.		
f	<u>Dismounted Elements</u> deploy:		
	● Move away from dismount point to cover, under control of Leaders.		
	● Quickly occupy firing positions with best available cover/observation/fields of fire.		

1-2

	<u>Dismounted Elements</u> fire:		
g	● Use individual initiative to fire.		
	● Coordinate fire and movement if necessary.		
	● Adjust fire when Leaders direct.		
h	● As soon as possible, Squad Leader calls SITREP to Platoon Leader, guided by SALUTE: S = Size      U = Unit A = Activity    T = Time activity was observed L = Location    E = Equipment observed		

2. **ORIENTATION**

Explain that this task is important for surviving an attack and hitting back.

1-3

3. **CAUTION**

Make sure all squad members know the standard safety requirements for:

- Using blank ammo.
- Riding cross country in the carrier.

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Open areas suitable for cross country movement and for seeking cover/concealment on the move.
- Covered/concealed enemy firing positions.

1-4

OPFOR: Place machinegunner in covered/concealed position along friendly route of advance. Instruct OPFOR to:

- Withhold fire until trainer/evaluator signals he is ready.
- Then deliver heavy fire until squad is completely dismounted.
- Continue to fire at exposed targets until ordered to cease fire.

Unit. Direct Mounted Squad to move tactically along an assigned route.

MILES:

- Train without MILES until the unit can perform to Standard.
- Then use MILES and practice until the unit performs smoothly.

**Walk-Thru**

Before the Walk-Thru:

- Make sure the soldiers know the unit SOP for maintaining security when mounted.
- Coach the soldiers that riding in the unarmored HMMWV

1-5

- makes it critical to detect the enemy early.
- Assign one soldier to man the Mk-19 until the vehicle reaches a covered position where the Driver can take over.

During the Walk-Thru:

- a
- Order the vehicle to move out along its assigned route. Order the OPFOR to fire it up when it reaches a selected point on the route and apply the Standards:
- SOLDIER WHO DETECTS FIRE REPORTS ESTIMATE OF THREAT/RANGE/DIRECTION USING CLOCK SYSTEM.
  - SQUAD IMMEDIATELY ENGAGES THE OPFOR WITH MK-19 AND SAW(S).

Coach the soldiers to:

- Always be alert for signs of the enemy.
- Sound off to identify and locate the enemy as soon as they spot the enemy.

1-6

Coach the Mk-19 and SAW gunners to:

- Fire quick bursts in the direction of the enemy.
- Then hold on as the vehicle moves to cover.

Explain that:

- Getting the slow-moving Mk-19 rounds out fast is more important than getting off carefully aimed fire when the object is to suppress the enemy.
- The dispersion of the Mk-19 and SAW rounds will put fire all around the enemy and suppress him so the vehicle can move to cover.

b Apply the Standard:

- CARRIER MOVES OUT FAST TO NEAREST COVER.

c Apply the Standard:

- SQUAD LEADER ORDERS DISMOUNT AS SOON AS CARRIER REACHES BEST AVAILABLE COVER.

d Apply the Standards:

1-7

- MANEUVER TEAMS RAPIDLY DISMOUNT ON ORDER, FOLLOWING UNIT SOP.
- MK-19 DELIVERS FIRE TOWARD ENEMY WHILE MANEUVER TEAMS ARE DISMOUNTING.

**Apply the Standards:**

- AFTER DISMOUNT, CARRIER USES COVERED ROUTE TO MOVE TO BETTER POSITION.
- AFTER MOVE, DRIVER RAPIDLY MANS MK-19.

**Apply the Standards:**

**DISMOUNTED ELEMENTS DEPLOY:**

- MOVE AWAY FROM DISMOUNT POINT TO COVER, UNDER CONTROL OF LEADERS.
- QUICKLY OCCUPY FIRING POSITIONS WITH BEST AVAILABLE COVER/OBSERVATION/FIELDS OF FIRE.

1-8

**Apply the Standards:**

**DISMOUNTED ELEMENTS FIRE:**

- USE INDIVIDUAL INITIATIVE TO FIRE.
- COORDINATE FIRE AND MOVEMENT IF NECESSARY.
- ADJUST FIRE WHEN LEADERS DIRECT.

**Coach soldiers to:**

- Fire on the enemy as soon as they can, without waiting to be told what to do.
- But keep an eye on leaders and be alert for fire commands.

**Execute the Standard:**

- AS SOON AS POSSIBLE, SQUAD LEADER CALLS SITREP TO PLATOON LEADER, GUIDED BY SALUTE.

1-9

After the Walk-Thru/Practice Run:

- Assemble your unit.
- Tell the unit when it's good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

6. **PRACTICE:**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- Reduce coaching until the unit can perform to Standards without it.

7. **PERFORM**

Inform PL/PSG that squad is ready for evaluation.

1-10

**DISMOUNTED SQUAD MOVES IN WEDGE FORMATION/CROSSES DANGER AREA  
(WITHOUT CARRIER)**

1. **TRAINING OBJECTIVE**

**Task**

You will be learning how to move as a squad without the carrier, and how to cross a danger area.

**Conditions**

Friendly: Squad moves independently or as leading element of the platoon.

Enemy: Contact is expected.

**Standards**

		NO	GO
		GO	GO
a	• Soldiers maintain noise/light discipline.		
b	• Squad Leader moves squad along best available covered/concealed route.		

2-1

c	● Squad adjusts formation to take advantage of available cover and concealment.		
	● Individual soldiers take advantage of available cover/concealment while moving.		
	● Soldiers automatically maintain intervals of 10-15 meters, except when low visibility forces them closer.		
d	● Soldiers do not bunch up when they halt.		
	● Soldiers do not bunch up when changing from Wedge to Modified Wedge formation.		
	● Squad crosses restricted areas in Modified Wedge.		
	● Wedge spreads out without command as soon as restricted area is crossed.		

2-2

e	<b>AT THE DANGER AREA:</b>		
	● Point signals squad to halt.		
	● Point moves back and reports to Squad Leader.		
f	● Leaders quickly direct soldiers to best nearby covered/concealed positions to observe and fire on the danger area.		
g	● Squad Leader and Team Leaders inform all squad members of the location of the rally points on the near and far side of the danger area.		
	● Squad Leader directs soldiers to positions to provide unit security.		
h	● Security positions cover: - Flanks/rear. - Danger area. - Far side of the Danger area.		

2-3

i	<ul style="list-style-type: none"> <li>Members of the Security Element take up covered and concealed positions before anyone starts to cross the danger area.</li> </ul>		
	<ul style="list-style-type: none"> <li>Members of the Security Element maintain proper profile:               <ul style="list-style-type: none"> <li>Observe around object.</li> <li>Stay low.</li> <li>Avoid exposure.</li> </ul> </li> </ul>		
j	<ul style="list-style-type: none"> <li>First element crossing danger area checks out the far side for enemy positions, using modified box technique.</li> </ul>		
	<ul style="list-style-type: none"> <li>At least one man of the first element sets up security on far side and one man signals to rest of squad that the area is clear.</li> </ul>		
k	<ul style="list-style-type: none"> <li>Squad members move continuously and quietly while crossing the danger area.</li> </ul>		
	<ul style="list-style-type: none"> <li>Squad members maintain an interval of at least 10 meters while crossing danger area.</li> </ul>		

2-4

l	<ul style="list-style-type: none"> <li>Squad members cross danger area and take up positions in Wedge formation on far side.</li> </ul>		
	<ul style="list-style-type: none"> <li>Near side and flank security elements cross danger area after all others have crossed.</li> </ul>		
m	<ul style="list-style-type: none"> <li>Last element to cross danger area informs Squad Leader that entire squad has crossed.</li> </ul>		
	<ul style="list-style-type: none"> <li>Squad resumes movement in Wedge formation.</li> </ul>		

## 2. ORIENTATION

Explain that this task is important because they will use it whenever they move to:

- Detect the enemy sooner.
- Provide the the heaviest and quickest fire to the front and flanks.
- Maintain unit integrity.
- Cross danger areas safely.

3. **CAUTION**  
Make sure all squad members know the standard safety requirements for using blank ammo, if you plan to use MILES.

4. **PRETEST**  
When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

5. **PRESENTATION**

**Demonstration**

-When you can arrange it, have your unit observe a trained unit performing the task.

-Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Open areas and areas that provide good cover and concealment.
- Danger areas that must be crossed.
- Route that allows squad members to see each other while moving 10-15 meters apart.

2-6

OPFOR. Not required.

Unit. Form up Squad into a Wedge formation (as shown on Page 2-15), at the beginning of the training lane.

MILES. Not needed for this Drill, but may be used after squad has learned to perform to Standard.

**Walk-Thru**

Before the Walk Thru:

Check Soldiers to make sure each soldier has:

- Tied down/tightened any loose equipment.
- Covered up shiny surfaces/edges.
- Used his camouflage stick.
- Filled his canteen.

During the Walk-Thru:

Order the Squad to move out and apply the Standard:

- SOLDIERS MAINTAIN NOISE/LIGHT DISCIPLINE.

b Execute the Standard:

- SQUAD LEADER MOVES SQUAD ALONG BEST AVAILABLE COVERED/CONCEALED ROUTE.

NOTE: Avoid crossing danger areas when alternate covered/concealed routes are available.

c Apply the Standards:

- SQUAD ADJUSTS FORMATION TO TAKE ADVANTAGE OF AVAILABLE COVER AND CONCEALMENT.
- INDIVIDUAL SOLDIERS TAKE ADVANTAGE OF AVAILABLE COVER/CONCEALMENT WHILE MOVING.
- SOLDIERS AUTOMATICALLY MAINTAIN INTERVALS OF 10-15 METERS, EXCEPT WHEN LOW VISIBILITY FORCES THEM CLOSER.

Coach Soldiers to:

- Keep Squad Leader in sight.
- Follow Squad Leader's example.
- Maintain all-around security.
- Maintain dispersion (don't bunch up).

2-8

d Apply the Standards:

- SOLDIERS DO NOT BUNCH UP WHEN THEY HALT.
- SOLDIERS DO NOT BUNCH UP WHEN CHANGING FROM WEDGE TO MODIFIED WEDGE FORMATION.
- SQUAD CROSSES RESTRICTED AREAS IN MODIFIED WEDGE.
- WEDGE SPREADS OUT WITHOUT COMMAND AS SOON AS RESTRICTED AREA IS CROSSED.

Coach Soldiers to:

- Avoid bunching up as they move and when they halt or change formation.
- Maintain security as they change formation.
- Keep moving.

Remind Soldiers that:

- It's easy to get bunched up.
- When they're bunched up, they're an easy target for enemy direct and indirect fire.

e When the Point approaches the danger area that must be crossed, apply the Standards:

- POINT SIGNALS SQUAD TO HALT.
- POINT MOVES BACK AND REPORTS TO SQUAD LEADER.

f Order the Team Leaders to cover the danger area and apply the Standard.

- LEADERS QUICKLY DIRECT SOLDIERS TO BEST NEARBY COVERED/CONCEALED POSITIONS TO OBSERVE AND FIRE ON THE DANGER AREA.

g Execute the Standards:

- SQUAD LEADER AND TEAM LEADERS INFORM ALL SQUAD MEMBERS OF THE LOCATION OF THE RALLY POINTS ON THE NEAR AND FAR SIDE OF THE DANGER AREA.
- SQUAD LEADER DIRECTS SOLDIERS TO POSITIONS TO PROVIDE UNIT SECURITY.

Explain that rally points are identified on the near and far sides of the danger area so no one will get lost or left behind if they get hit when they are split up in crossing.

2-10

h Apply the Standard:

- SECURITY POSITIONS COVER:
  - FLANKS/REAR.
  - DANGER AREA.
  - FAR SIDE OF THE DANGER AREA.

i Apply the Standards:

- MEMBERS OF THE SECURITY ELEMENT TAKE UP COVERED AND CONCEALED POSITIONS BEFORE ANYONE STARTS TO CROSS THE DANGER AREA.
- MEMBERS OF THE SECURITY ELEMENT MAINTAIN PROPER PROFILE: OBSERVE AROUND OBJECT, STAY LOW, AND AVOID EXPOSURE.

Coach all Squad Members to maintain noise discipline.

j Order two men to cross the danger area to recon and secure the other side. Apply the Standards:

2-11

- FIRST ELEMENT CROSSING DANGER AREA CHECKS OUT THE FAR SIDE FOR ENEMY POSITIONS, USING MODIFIED BOX TECHNIQUE.
- AT LEAST ONE MAN OF THE FIRST ELEMENT SETS UP SECURITY ON FAR SIDE AND ONE MAN SIGNALS TO REST OF SQUAD THAT THE AREA IS CLEAR.

k As squad members cross the danger area, apply the Standards:

- SQUAD MEMBERS MOVE CONTINUOUSLY AND QUIETLY WHILE CROSSING THE DANGER AREA.
- SQUAD MEMBERS MAINTAIN AN INTERVAL OF AT LEAST 10 METERS WHILE CROSSING DANGER AREA.

l As remainder of squad crosses the danger area, apply the Standards:

- SQUAD MEMBERS CROSS DANGER AREA AND TAKE UP POSITIONS IN WEDGE FORMATION ON FAR SIDE.
- NEAR SIDE AND FLANK SECURITY ELEMENTS CROSS DANGER AREA AFTER ALL OTHERS HAVE CROSSED.

Coach Soldiers to stay spread out in the wedge formation.

2-12

When entire squad has crossed the danger area, apply the Standards:

- LAST ELEMENT TO CROSS DANGER AREA INFORMS SQUAD LEADER THAT ENTIRE SQUAD HAS CROSSED.
- SQUAD RESUMES MOVEMENT IN WEDGE FORMATION.

After the Walk-Thru/Practice Run:

- Assemble your unit.
- Tell the unit when it's good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

2-13

**6. PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- Reduce coaching until the unit can perform to Standards without it.

**7. PERFORM**

Inform PL/PSG that squad is ready for evaluation.

2-14

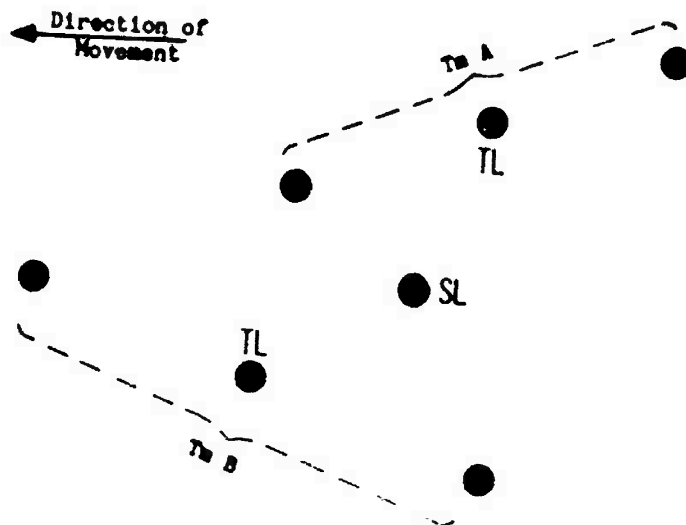


Figure 2-1. Squad Wedge Formation

2-15

**SQUAD OCCUPIES HASTY FIGHTING POSITION  
(DISMOUNTED, WITH CARRIER)**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning how to occupy a hasty fighting position, dismounted, with the carrier in support.

**Conditions**

Friendly Squad is ordered into battle position in a delay mission.

Enemy: Squad-sized elements of enemy motorized company are reported to be moving toward friendly positions. Estimated time of arrival (ETA) in sector is 10 minutes.

**Standards**

		NO
		GO
a	• Soldiers maintain noise/light discipline.	
	• Squad Leader avoids using the radio.	

b	<ul style="list-style-type: none"> <li>● Squad Leader posts security (forward).</li> </ul>		
c	<ul style="list-style-type: none"> <li>● Squad Leader points out positions on the ground to Team Leaders and Driver from best available covered position.</li> </ul> <p><u>Squad Leader assigns positions that provide:</u></p> <ul style="list-style-type: none"> <li>● The best fields of fire for the Mk-19 and DRAGON, covering the most likely mounted avenues of approach.</li> <li>● The best fields of fire for the M203 and SAW, covering the most likely dismounted avenues of approach</li> <li>● Protection for Carrier and DRAGON Gunner.</li> <li>● Best available cover and concealment.</li> </ul>		

d	<ul style="list-style-type: none"> <li>● Squad Leader selects his own position to observe the enemy.</li> <li>● Squad Leader assigns positions so he and his Leaders can see each other.</li> </ul>		
e	<p><u>Soldiers:</u></p> <ul style="list-style-type: none"> <li>● Move quickly to positions as directed by Squad/Team Leaders.</li> <li>● Use best available cover and concealment.</li> <li>● Keep weapons at the ready.</li> </ul>		
f	<p><u>Individual soldiers</u> adjust positions, as necessary, to improve:</p> <ul style="list-style-type: none"> <li>● Observation and fields of fire.</li> </ul>		

	● Cover and concealment.		
g	● Soldiers prepare range cards for M203 and SAWs if time permits.		
h	● Squad Leader checks out his own and his Leaders' positions.		
i	● Squad Leader checks/adjusts individual positions.		
j	● Squad Leader reports to Platoon Leader as soon as squad is prepared.		

2. **ORIENTATION**

Explain that this task is important because they may have only a very limited time to prepare for an enemy attack.

3. **CAUTION**

Warn Driver to be alert for dismounted soldiers while moving to adjust his position.

3-4

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training Site Contains:

- Covered/concealed position for carrier.
- Covered/concealed positions for soldiers.
- Good observation/fields of fire from squad position to at least 1000 meters.

OPFOR. Not required. Position an observer, if available, to the squad's front to critique the squad's use of cover and concealment when moving into position.

3-5

Unit. Dismount squad at rally point 50-100 meters behind hasty fighting position.

MILES. Not used in this Drill.

**Walk-Thru**

Before the Walk-Thru:

Check Soldiers to make sure each soldier has:

- Tied down/tightened any loose equipment.
- Covered up shiny surfaces/edges.
- Used his camouflage stick.
- Filled his canteen.

During the Walk-Thru:

a Apply the Standards:

- SOLDIERS MAINTAIN NOISE/LIGHT DISCIPLINE.
- SQUAD LEADER AVOIDS USING THE RADIO.

NOTE: Squad Leader may use the radio to report emergency such as a training injury.

3-6

b Execute the Standard:

- SQUAD LEADER POSTS SECURITY (FORWARD).

NOTE: Select a covered and concealed OP position to get best observation to the front. The position may be forward, to the flank, or to the rear of the main body, depending on the terrain.

c Execute the Standards:

- SQUAD LEADER POINTS OUT POSITIONS ON THE GROUND TO TEAM LEADERS AND DRIVER FROM BEST AVAILABLE COVERED POSITION.

SQUAD LEADER ASSIGNS POSITIONS THAT PROVIDE:

- THE BEST FIELDS OF FIRE FOR THE MK-19 AND DRAGON, COVERING THE MOST LIKELY MOUNTED AVENUES OF APPROACH.
- THE BEST FIELDS OF FIRE FOR THE 203 AND SAW, COVERING THE MOST LIKELY DISMOUNTED AVENUES OF APPROACH.
- PROTECTION FOR CARRIER AND DRAGON GUNNER.
- BEST AVAILABLE COVER AND CONCEALMENT.

3-7

NOTE: Cover dead spaces with M203.

d

Execute the Standards:

- SQUAD LEADER SELECTS HIS OWN POSITION TO OBSERVE THE ENEMY.
- SQUAD LEADER ASSIGNS POSITIONS SO HE AND HIS LEADERS CAN SEE EACH OTHER.

e

Apply the Standards:

SOLDIERS:

- MOVE QUICKLY TO POSITIONS AS DIRECTED BY SQUAD/TEAM LEADERS.
- USE BEST AVAILABLE COVER AND CONCEALMENT.
- KEEP WEAPONS AT THE READY.

3-8

f

Apply the Standards:

INDIVIDUAL SOLDIERS ADJUST POSITIONS, AS NECESSARY, TO IMPROVE:

- OBSERVATION AND FIELDS OF FIRE.
- COVER AND CONCEALMENT.

g

When Soldiers get into position, apply the Standard:

- SOLDIERS PREPARE RANGE CARDS FOR M203 AND SAWS IF TIME PERMITS.

h

Execute the Standard:

- SQUAD LEADER CHECKS OUT HIS OWN AND HIS LEADERS' POSITIONS.

i

Execute the Standard:

- SQUAD LEADER CHECKS/ADJUSTS INDIVIDUAL POSITIONS.

3-9

**NOTE:** Make sure individuals have good fields of observation and fire from covered and concealed positions.

When you are satisfied with the Squad's position, execute the Standard:

- **SQUAD LEADER REPORTS TO PLATOON LEADER AS SOON AS SQUAD IS PREPARED.**

**NOTE:** When the enemy is approaching, you will probably need to use a messenger to report to the Platoon Leader.

After the Walk-Thru/Practice Run:

- Assemble your unit at the end of a Walk-Thru or Practice Run.
- Tell the unit when it's good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

3-10

## **6. PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- Reduce coaching until the unit can perform to Standards without it.

## **7. PERFORM**

Inform PL/PSG that squad is ready for evaluation.

3-11

**SQUAD REACTS TO INDIRECT FIRE  
(DISMOUNTED, WITH CARRIER)**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning how to respond when you are dismounted and your squad receives indirect fire (IDF).

**Conditions**

Friendly: Squad is lead element in a platoon movement to contact.

Enemy: Contact is possible.

**Standards**

NO  
GO GO

a	WHEN OPFOR OPENS FIRE:		
	e Soldiers in dismounted squad immediately hit the dirt.		
4-1			

	<ul style="list-style-type: none"> <li>● Individual soldiers move quickly to best available protected position.</li> </ul>		
b	<ul style="list-style-type: none"> <li>● All squad members don protective masks.</li> </ul>		
c	<ul style="list-style-type: none"> <li>● Carrier moves quickly to dismounted squad.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Carrier stops in best available position where squad can easily remount.</li> </ul>		
d	<ul style="list-style-type: none"> <li>● Squad Leader directs soldiers to remount as soon as indirect fire shifts or lifts.</li> </ul>		
e	<ul style="list-style-type: none"> <li>● Soldiers mount rapidly under their Leaders' direction.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Soldiers maintain security following unit SOP while mounting carrier.</li> </ul>		

4-2

f	<ul style="list-style-type: none"> <li>● Squad Leader prepares Driver during remount by telling him where they will move to.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Squad Leader orders Driver to move out when entire squad has remounted.</li> </ul>		
g	<ul style="list-style-type: none"> <li>● Carrier moves out quickly on order from Squad Leader.</li> </ul>		
h	<ul style="list-style-type: none"> <li>● Squad Leader provides SITREP to Platoon Leader using SALUTE.</li> </ul>		

2. **ORIENTATION**

Explain that this task is important because they may be hit by indirect fire at any time and they have to use their mobility to get out of danger.

4-3

3. **CAUTION**

- Warn Driver and soldiers to be careful when they approach each other.
- Remind soldiers to hold on tight when the carrier moves out.

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains. Terrain suitable for carrier and Dismounted Squad movement.

4-4

OPFOR. None. Trainer should simulate indirect fire or signal an assistant to do so.

Unit:

- Position Dismounted Squad in wedge formation and move them tactically.
- Order Carrier to trail Dismounted Squad by 50-150 meters depending on available cover and ability to keep squad in sight.

MILES. Not used.

Walk-Thru

Before the Walk-Thru:

Check to make sure each soldier has:

- Tied down/tightened any loose equipment.
- Covered up shiny surfaces/edges.
- Used his camouflage stick.
- Filled his canteen.
- Correctly packed his protective mask.

4-5

During the Walk-Thru:

- a Order the Squad to move out. As they move tactically, discharge Artillery Simulators and apply the Standards:
- SOLDIERS IN DISMOUNTED SQUAD IMMEDIATELY HIT THE DIRT.
  - INDIVIDUAL SOLDIERS MOVE QUICKLY TO BEST AVAILABLE PROTECTED POSITION.

- b Apply the Standard:
- ALL SQUAD MEMBERS DON PROTECTIVE MASKS.

Coach soldiers to:

- Roll over to pull mask from carrying bag.
- Be careful to avoid getting dust/sand in the mask.

4-6

- c Apply the Standards:
- CARRIER MOVES QUICKLY TO DISMOUNTED SQUAD.
  - CARRIER STOPS IN BEST AVAILABLE POSITION WHERE SQUAD CAN EASILY REMOUNT.

Coach Driver to move quickly but carefully to a covered position where dismounted soldiers:

- Can see him and get to the vehicle.
- Can easily remount.

- d Execute the Standard:
- SQUAD LEADER DIRECTS SOLDIERS TO REMOUNT AS SOON AS INDIRECT FIRE SHIFTS OR LIFTS.

- e Apply the Standards:
- SOLDIERS MOUNT RAPIDLY UNDER THEIR LEADERS' DIRECTION.
  - SOLDIERS MAINTAIN SECURITY FOLLOWING UNIT SOP WHILE MOUNTING CARRIER.

4-7

- f **Execute the Standards:**
- SQUAD LEADER PREPARES DRIVER DURING REMOUNT BY TELLING HIM WHERE THEY WILL MOVE TO.
  - SQUAD LEADER ORDERS DRIVER TO MOVE OUT WHEN ENTIRE SQUAD HAS REMOUNTED.

- g **Apply the Standard:**
- CARRIER MOVES OUT QUICKLY ON ORDER FROM SQUAD LEADER.

- h **Execute the Standard:**
- SQUAD LEADER PROVIDES SITREP TO PLATOON LEADER USING SALUTE.

After the Walk-Thru/Practice Run:

- Assemble your unit.
- Tell the unit when its good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

4-8

**6. PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- Reduce coaching until the unit can perform to Standards without it.

**7. PERFORM**

Inform PL/PSG that squad is ready for evaluation.

4-9

**SQUAD MOVES IN BOUNDING OVERWATCH,  
TAKES ACTION ON CONTACT**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning how to move as a squad in the Bounding Overwatch formation, and how to react to enemy contact from that formation.

**Conditions**

Friendly: Squad is moving dismounted with carrier as lead squad in a platoon/company movement to contact.

Enemy: Contact is expected.

**Standards**

NO  
GO GO

a	Squad Leader tells and points out to team Leaders:		
	e Locations of overwatch positions.		
	5-1		

	<ul style="list-style-type: none"> <li>● Routes of advance.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Timing of bounds, rate of movement, and coordination.</li> </ul>		
b	<u>Team Leaders</u> pass the word to all soldiers: <ul style="list-style-type: none"> <li>● Locations of overwatch positions.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Routes of advance.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Timing of bounds, rate of movement, and coordination.</li> </ul>		

5-2

c	<u>Carrier Team</u> sets up: <ul style="list-style-type: none"> <li>● Avoids unnecessary noise, exhaust smoke, and dust.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Rapidly moves into overwatch positions from the rear.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Adjusts position to get best available: <ul style="list-style-type: none"> <li>- Fields of fire.</li> <li>- Observation of Dismounted Squad.</li> <li>- Cover/concealment.</li> </ul> </li> </ul>		
d	<u>Bounding Dismounted Squad:</u> <ul style="list-style-type: none"> <li>● Moves out in wedge formation after Carrier Team is set.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Maintains wedge formation.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Follows assigned route.</li> </ul>		

5-3

e	<u>Soldiers in Dismounted Squad:</u>		
	• Maintain dispersion (don't bunch up).		
	• Use available cover and concealment.		
	• Observe assigned sectors.		
f	• Keep weapons at the ready.		
	• Squad limits its advance to stay within the Carrier Team's overwatch capability.		

5-4

g	• Leaders direct individuals to their positions at the end of bound.		
	<u>Leaders</u> assign positions that provide:		
	• Cover and concealment.		
	• Observation and fields of fire.		
	• Contact with Leader and Team.		
h	• Good intervals (avoid getting bunched).		
	• Soldiers move quickly into positions.		
	<u>Soldiers</u> adjust individual positions to get the best available:		
	• Cover and concealment.		
	• Observation and fields of fire.		

5-5

i	<ul style="list-style-type: none"> <li>● Squad Leader signals to overwatching carrier.</li> </ul>		
j	<u>Carrier:</u> <ul style="list-style-type: none"> <li>● Avoids skylining as it leaves its position.</li> <li>● Rapidly moves out along assigned route.</li> <li>● Takes advantage of available cover and concealment.</li> <li>● Moves smoothly into assigned position from the rear.</li> <li>● Avoids unnecessary noise, exhaust smoke, and dust.</li> </ul>		
k	<u>Carrier adjusts its position to get best available:</u> <ul style="list-style-type: none"> <li>● Cover and concealment.</li> <li>● Observation of Dismounted Squad route.</li> <li>● Fields of fire.</li> </ul>		

5-6

l	<ul style="list-style-type: none"> <li>● Squad Leader moves as necessary to maintain control of the squad.</li> </ul>		
<p>REPEAT STEPS d THRU l UNTIL CONTACT IS MADE. THEN APPLY STANDARDS m THRU p.</p>			
m	<ul style="list-style-type: none"> <li>● Dismounted Squad immediately seeks cover when OPFOR opens fire.</li> <li>● Overwatching Carrier Team immediately returns suppressive fire.</li> </ul>		
n	<u>Soldiers in Dismounted Squad:</u> <ul style="list-style-type: none"> <li>● Don't bunch up in positions.</li> <li>● Aggressively return aimed fire from covered positions.</li> </ul>		
o	<ul style="list-style-type: none"> <li>● Squad and Team Leaders maintain control of soldiers' positions and fires.</li> </ul>		

5-7

p	• Squad members pass information to Squad Leader guided by SALUTE.		
---	--	--	--

2. **ORIENTATION**

- Explain why this task is important when you are about to make contact with the enemy.
- Point out that the squad dismounts and moves as the bounding element and the carrier sets up overwatch from a covered position that allows them to see the squad and the area to their front, at all times.
- Stress that this is the movement technique that provides the quickest response and the most protection from enemy direct fires.
- Emphasize the need to work together as a team.

3. **CAUTION**

Make sure all squad members know the standard safety requirements for using blank ammo.

5-8

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Routes that allow carrier and Dismounted Squad to use cover and concealment while moving.
- Overwatch positions that provide cover/concealment and observation/fields of fire for the carrier.

5-9

OPFOR. Place machinegunner in covered/concealed position along squad's route.

Unit:

- Assemble Driver and Dismounted Squad at a good point to observe the assigned route.
- Assign one squad member to stay with the carrier, so the Mk-19 can be manned at all times (this soldier might be an attached DRAGON Gunner).

MILES

- Train without MILES until the unit can perform to Standards.
- Then use MILES and practice until the unit performs smoothly.

Walk-Thru

Before the Walk-Thru:

Coach Leaders to:

- Mark the route on their maps.
- Make sure they recognize critical landmarks, such as overwatch positions, both on the maps and on the ground.

Coach soldiers to establish and maintain security while their leaders are getting briefed.

5-10

During the Walk-Thru:

a Execute the Standards:

SQUAD LEADER TELLS AND POINTS OUT TO TEAM LEADERS:

- LOCATIONS OF OVERWATCH POSITIONS.
- ROUTES OF ADVANCE.
- TIMING OF BOUNDS, RATE OF MOVEMENT, AND COORDINATION.

b Apply the Standards:

TEAM LEADERS PASS THE WORD TO ALL SOLDIERS:

- LOCATIONS OF OVERWATCH POSITIONS.
- ROUTES OF ADVANCE.
- TIMING OF BOUNDS, RATE OF MOVEMENT, AND COORDINATION.

c Order the Carrier to move into position and apply the Standards:

**CARRIER TEAM:**

- AVOIDS UNNECESSARY NOISE, EXHAUST SMOKE, AND DUST.
- RAPIDLY MOVES INTO OVERWATCH POSITIONS FROM THE REAR.
- ADJUSTS POSITION TO GET BEST AVAILABLE:
  - FIELDS OF FIRE.
  - OBSERVATION OF DISMOUNTED SQUAD.
  - COVER/CONCEALMENT.

d Order the Bounding Dismounted Squad to move out and apply the Standards:

**BOUNDING DISMOUNTED SQUAD:**

- MOVES OUT IN WEDGE FORMATION AFTER CARRIER TEAM IS SET.
- MAINTAINS WEDGE FORMATION.
- FOLLOWS ASSIGNED ROUTE.

5-12

e Move with the Dismounted Squad and Apply the Standards:

**SOLDIERS IN DISMOUNTED SQUAD:**

- MAINTAIN DISPERSION (DON'T BUNCH UP).
- USE AVAILABLE COVER AND CONCEALMENT.
- OBSERVE ASSIGNED SECTORS.
- KEEP WEAPONS AT THE READY.

**Coach Soldiers to:**

- Keep an eye on their Team Leaders.
- Follow the Team Leader's example.

f When the Bounding Squad reaches its limit of advance (LOA), order the Teams into positions to execute the Standard:

- SQUAD LIMITS ITS ADVANCE TO STAY WITHIN THE CARRIER TEAM'S OVERWATCH CAPABILITY.

5-13

g First, pay attention to the Team Leaders and apply the Standards:

- LEADERS DIRECT INDIVIDUALS TO THEIR POSITIONS AT THE END OF BOUND.

LEADERS ASSIGN POSITIONS THAT PROVIDE:

- COVER AND CONCEALMENT.
- OBSERVATION AND FIELDS OF FIRE.
- CONTACT WITH LEADER AND TEAM.
- GOOD INTERVALS (AVOID GETTING BUNCHED).

h Then, watch the Soldiers and apply the Standards:

- SOLDIERS MOVE QUICKLY INTO POSITIONS.
- SOLDIERS ADJUST INDIVIDUAL POSITIONS TO GET BEST AVAILABLE:

- COVER AND CONCEALMENT.
- OBSERVATION AND FIELDS OF FIRE.

NOTE: Move up to check, and order individuals to adjust their positions as necessary.

5-14

i When Soldiers are properly positioned, execute the Standard:

- SQUAD LEADER SIGNALS TO OVERWATCHING CARRIER.

j Adjust your position if necessary to observe the Carrier's move and apply the Standards:

CARRIER:

- AVOIDS SKYLINING AS IT LEAVES ITS POSITION.
- RAPIDLY MOVES OUT ALONG ASSIGNED ROUTE.
- TAKES ADVANTAGE OF AVAILABLE COVER/CONCEALMENT.
- MOVES SMOOTHLY INTO ASSIGNED POSITION FROM THE REAR.
- AVOIDS UNNECESSARY NOISE, EXHAUST SMOKE, AND DUST.

NOTE: As the carrier approaches, direct it into position by hand-and-arm signals or by ground guide.

5-15

k Move to Carrier position and apply the Standards:

CARRIER ADJUSTS ITS POSITION TO GET BEST AVAILABLE:

- COVER AND CONCEALMENT.
- OBSERVATION OF DISMOUNTED SQUAD ROUTE.
- FIELDS OF FIRE.

l Throughout the Drill, execute the Standard:

- SQUAD LEADER MOVES AS NECESSARY TO MAINTAIN CONTROL OF THE SQUAD.

---

REPEAT STEPS d THRU l UNTIL CONTACT IS MADE, THEN APPLY STANDARDS m THRU p.

---

5-16

m When the Squad has demonstrated an ability to move in Bounding Overwatch, order the OPFOR to fire up the Bounding element and apply the Standards:

- DISMOUNTED SQUAD IMMEDIATELY SEEKS COVER WHEN OPFOR OPENS FIRE.
- OVERWATCHING CARRIER TEAM IMMEDIATELY RETURNS SUPPRESSIVE FIRE.

Coach Soldiers to:

- Pass along information on the enemy to their leaders.
- Use high/low crawl to improve their positions.

n Apply the Standards:

SOLDIERS IN DISMOUNTED SQUAD:

- DON'T BUNCH UP IN POSITIONS.
- AGGRESSIVELY RETURN AIMED FIRE FROM COVERED POSITIONS.

5-17

o **Execute/apply the Standard:**

- SQUAD AND TEAM LEADERS MAINTAIN CONTROL OF SOLDIERS' POSITIONS AND FIRES.

p **Apply the Standard:**

- SQUAD MEMBERS PASS INFORMATION TO SQUAD LEADER GUIDED BY SALUTE.

After the Walk-Thru/Practice Run:

- Assemble your unit.
- Tell the unit when it's good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

5-18

**6. PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- Set the OPFOR up to hit the Bounding Squad earlier or later in the move.
- Reduce coaching until the unit can perform to Standards without it.

**7. PERFORM**

Inform PL/PSG that squad is ready for evaluation.

5-19

**SQUAD EMPLOYS LIVE FIRE**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning how to engage the enemy with your primary squad weapons.

**Conditions**

Friendly: Squad is in hasty defense position as part of a platoon perimeter.

Enemy: Contact is expected.

**Standards**

	GO	NO GO
a <u>Squad Leader</u> assigns carrier:		
• A position on or behind the firing line.		
• Sectors of observation and fire.		

b	<u>Squad Leader assigns Dismounted Squad Members:</u>		
	● Positions on the firing line.		
c	● Overlapping and mutually supporting sectors of observation and fire.		
	● Individual soldiers use initiative to fire as targets appear.		
d	● Soldiers coordinate fires, as necessary.		
	● Soldiers quickly report detections of targets to Leaders.		
e	● Team Leaders adjust Teams' firing rate distribution/massing, and shifting fire, as necessary.		

6-2

f	● Riflemen engage personnel targets out to 300 meters.		
	● SAW Gunners engage personnel targets out to 1000 meters.		
	● M203 Gunner engages personnel targets out to 300 meters.		
g	<u>Mk-19 Gunner engages:</u>		
	● Moving vehicles out to 400 meters.		
	● Stationary targets out to 2000 meters.		

2. **ORIENTATION**

- Explain that mastery of this task is critical to survival and victory on the battlefield.
- Point out that coordination of fires as buddy teams, maneuver teams, and as a squad is hard, but its the only way to win when you're outnumbered, as you are in the defense.

6-3

- Emphasize that individual soldiers have to fire aggressively at targets of opportunity, but that they also have to keep an eye on their buddies and pay attention to their Leaders.

3. **CAUTION**

When you fire live ammunition, the Range Control Officer will cover range safety and control the target presentations.

Watch your soldiers to make sure they:

- Pay attention to the Range Control Officer's presentation.
- Then follow the safety rules carefully.

4. **PRETEST** Do not conduct a pretest.

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

6-4

**Set-Up Directions**

Training site:

This drill may be conducted on a live fire range or as a force-on-force MILES exercise. In either case, the Squad must be presented both point-fire and area-fire targets at different ranges up to the maximum effective ranges of the weapons. You can make the task harder or easier, depending on:

- The number of targets.
- Number of target arrays.
- Lateral distance between target arrays.
- Range difference between target arrays.
- Training.

It's easier to control pop-up targets than it is to control OPFOR. Remember that the object is to train the Squad to work together and not to get target-shooting practice. Start them on an easy task and work up to a harder one.

6-5

OPFOR:

- If the Drill is run on a live-fire range, OPFOR are not required.
- If a live-fire range is unavailable, maneuver an OPFOR platoon along 3 separate squad axes against the squad from a range of 1000 meters, using MILES.

Unit:

- Assemble Dismounted Squad and carrier behind the the firing line.
- Check weapons and deliver Range Safety briefing.

MILES. Use MILES-equipped OPFOR or live fire range.

Walk-Thru

Before the Walk-Thru:

Coach soldiers to:

- Fire in semi-automatic mode.
- Vary individual rate of fire so all do not reload at once.
- Place magazines where they can easily get to them.

6-6

During the Walk-Thru:

a Execute the Standards:

**SQUAD LEADER ASSIGNS CARRIER:**

- A POSITION ON OR BEHIND THE FIRING LINE.
- SECTORS OF OBSERVATION AND FIRE.

b Execute the Standards:

**SQUAD LEADER ASSIGNS DISMOUNTED SQUAD MEMBERS:**

- POSITIONS ON THE FIRING LINE.
- OVERLAPPING AND MUTUALLY SUPPORTING SECTORS OF OBSERVATION AND FIRE.

NOTE: Your job as Squad Leader is command and control— NOT firing. Your Team Leaders lead by example. Select a position behind the firing line so you can move around and control your squad.

6-7

c Signal the Range Control Officer to present the targets or signal the OPFOR platoon to move out and apply the Standards:

- INDIVIDUAL SOLDIERS USE INITIATIVE TO FIRE AS TARGETS APPEAR.
- SOLDIERS COORDINATE FIRES, AS NECESSARY.

d Apply the Standard:

- SOLDIERS QUICKLY REPORT DETECTION OF TARGETS TO LEADERS.

Coach soldiers to sound-off to make sure they're heard.

e Apply the Standard:

- TEAM LEADERS ADJUST TEAMS' FIRING RATE, DISTRIBUTION/MASSING, AND SHIFTING FIRE, AS NECESSARY.

Coach soldiers to listen up and pay attention to Leaders during the noise and confusion.

6-8

f Apply the Standards:

- RIFLEMEN ENGAGE PERSONNEL TARGETS OUT TO 300 METERS.
- SAW GUNNERS ENGAGE PERSONNEL TARGETS OUT TO 1000 METERS.
- M203 GUNNER ENGAGES PERSONNEL TARGETS OUT TO 300 METERS.

Coach soldiers to fire aggressively at targets of opportunity but to report the targets and be alert to orders from Leaders to shift fire or change firing rate.

g Apply the Standards:

MK-19 GUNNER ENGAGES:

- MOVING VEHICLES OUT TO 400 METERS.
- STATIONARY TARGETS OUT TO 2000 METERS.

6-9

After the Walk-Thru/Practice Run:

- Assemble your unit and the OPFOR (if used).
- Tell the unit when its good enough to be evaluated for record
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

6. **PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Change the order of presentation of the target arrays in the target scenario.
- Move the squad to the left/right on the firing line.
- Reduce coaching until the unit can perform to Standards without it.

7. **PERFORM**

Inform PL/PSG that squad is ready for evaluation.

6-i0

**SQUAD EXECUTES FIRE AND MANEUVER**

1. **TRAINING OBJECTIVE**

**Task**

You will be learning how to maneuver dismounted against an enemy position with the carrier in support.

**Conditions**

Friendly: Squad has made contact while moving as lead squad in a platoon/company movement to contact. Squad has dismounted.

Enemy: Two-man enemy delaying element has opened fire.

**Standards**

	GO	NO GO
<u>Carrier Team:</u> <ul style="list-style-type: none"><li>• Moves into position from rear to provide base of fire.</li></ul>		

7-1

	<ul style="list-style-type: none"> <li>● Adjusts positions as necessary to improve: <ul style="list-style-type: none"> <li>- Observation and fields of fire.</li> <li>- Cover and concealment.</li> </ul> </li> </ul>		
	<ul style="list-style-type: none"> <li>● Avoids unnecessary noise/exhaust smoke.</li> </ul>		
b	<ul style="list-style-type: none"> <li>● MK-19 delivers high volume of suppressive fire on signal from Squad Leader.</li> </ul>		
c	<ul style="list-style-type: none"> <li>● Squad Leader informs Team Leaders where flank position is and points out route.</li> </ul>		
d	<u>Soldiers in Dismounted Squad:</u> <ul style="list-style-type: none"> <li>● Move promptly on signal from Squad Leader.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Use available cover and concealment.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Avoid bunching on the move.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Take up covered and concealed positions, _____ meters apart, on OPFOR flank.</li> </ul>		

7-2

e	<ul style="list-style-type: none"> <li>● After Squad Leader signals to assault, soldiers coordinate fire and movement by signals or voice (as buddy teams).</li> </ul>		
f	<ul style="list-style-type: none"> <li>● One soldier provides covering fire just before and during other man's rush.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Soldiers do not rush directly from firing position.</li> </ul>		
	<ul style="list-style-type: none"> <li>● When leaving covered position, soldier springs to his feet and rushes forward.</li> </ul>		
g	<ul style="list-style-type: none"> <li>● Soldiers zigzag when rushing.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Soldiers avoid crossing line of covering fire from buddies.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Soldiers limit rushes to five seconds or less (cover permitting).</li> </ul>		

7-3

h	<p><u>Soldiers</u> enter covered position by:</p> <ul style="list-style-type: none"> <li>● Planting both feet and falling forward.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Breaking the fall with the weapon butt.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Rolling right or left.</li> </ul>		
i	<ul style="list-style-type: none"> <li>● Squad Leader signals Carrier Team to shift fire before squad sweeps objective.</li> </ul>		
j	<ul style="list-style-type: none"> <li>● Squad Leader orders one Maneuver Element to search OPFOR corpse for intel items.</li> </ul>		

2. **ORIENTATION**

- Explain that effective teamwork will mean the difference between living and dying.
- At least one soldier must fire to cover the move of another.
- Stress that every soldier must fire aggressively to kill or suppress the enemy.

7-4

3. **CAUTION**

Make sure all squad members know the standard safety requirements for using blank ammo.

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Covered/concealed position for OPFOR machinegunner.
- Covered positions along maneuver route to the OPFOR position.
- Covered overwatch position with good observation/field of fire for carrier.

7-5

OPFOR:

- Place machinegunner in covered/concealed position on the squad's objective.
- Instruct OPFOR to hold fire until the squad reaches a designated point, then fire on any targets of opportunity.
- Instruct OPFOR to remain in place until overrun.

Unit:

- Deliver FRAGO to Team Leaders from a covered/concealed position which allows observation of enemy position and the maneuver route.
- Team Leaders pass contents of FRAGO to soldiers.
- Squad waits to be ordered into action.

MILES:

- Train without MILES until the unit can perform to Standards.
- Then, use MILES and practice until the unit performs smoothly.

7-6

**Walk-Thru**

Before the Walk-Thru:

Check soldiers to make sure each soldier has:

- Tied down/tightened loose equipment.
- Covered up shiny surfaces/edges.
- Used his camouflage stick.
- Filled his canteen.

During the Walk-Thru:

Order the carrier to move into position and apply the Standards:

**CARRIER TEAM:**

- MOVES INTO POSITION FROM REAR TO PROVIDE BASE OF FIRE.
- ADJUSTS POSITIONS AS NECESSARY TO IMPROVE:
  - OBSERVATION AND FIELDS OF FIRE.
  - COVER AND CONCEALMENT.
- AVOIDS UNNECESSARY NOISE/EXHAUST SMOKE.

7-7

Coach Driver to:

- Move quickly, but avoid creating vehicle signature.
- Use available cover/concealment to move into position.

b When carrier is in position, signal Mk-19 Gunner (Driver) to open fire and apply the Standard:

- MK-19 DELIVERS HIGH VOLUME OF SUPPRESSIVE FIRE ON SIGNAL FROM SQUAD LEADER.

c Execute the Standard:

- SQUAD LEADER INFORMS TEAM LEADERS WHERE FLANK POSITION IS AND POINTS OUT ROUTE.

d Signal Team Leaders to move out and follow behind the Dismounted Element to apply the Standards:

SOLDIERS IN DISMOUNTED SQUAD:

- MOVE PROMPTLY ON SIGNAL FROM SQUAD LEADER.
- USE AVAILABLE COVER AND CONCEALMENT.
- AVOID BUNCHING ON THE MOVE.
- TAKE UP COVERED AND CONCEALED POSITIONS, \_\_\_\_\_ METERS APART, ON OPFOR FLANK.

7-8

e Signal Squad to assault and apply the Standard:

- SOLDIERS COORDINATE FIRE AND MOVEMENT BY SIGNALS OR VOICE (AS BUDDY TEAMS).

Coach soldiers:

- To cover each other by fire.
- To sound-off when they coordinate fire and movement in buddy teams.

f Observe buddy team movement and apply the Standards:

- ONE SOLDIER PROVIDES COVERING FIRE JUST BEFORE AND DURING OTHER MAN'S RUSH.
- SOLDIERS DO NOT RUSH DIRECTLY FROM FIRING POSITION.
- WHEN LEAVING COVERED POSITION, SOLDIER SPRINGS TO HIS FEET AND RUSHES FORWARD.

Coach soldiers to roll to left or right if cover is available before rushing.

7-9

g Apply the Standards:

- SOLDIERS ZIGZAG WHEN RUSHING.
- SOLDIERS AVOID CROSSING LINE OF COVERING FIRE FROM BUDDIES.
- SOLDIERS LIMIT RUSHES TO FIVE SECONDS OR LESS (COVER PERMITTING).

Coach soldiers that with MILES they will get a feel for how vulnerable they are after about 3 seconds exposure.

h Apply the Standards:

SOLDIERS ENTER COVERED POSITION BY:

- PLANTING BOTH FEET AND FALLING FORWARD.
- BREAKING THE FALL WITH THE WEAPON BUTT.
- ROLLING RIGHT OR LEFT.

NOTE: Make sure you stop the Drill to give individual training on Standards (f) thru (h) when the buddy teams or individuals need it.

7-10

i Execute the Standard:

- SQUAD LEADER SIGNALS CARRIER TEAM TO SHIFT FIRE BEFORE SQUAD SWEEPS OBJECTIVE.

j If there is a MILES casualty on the objective, execute the Standard:

- SQUAD LEADER ORDERS ONE MANEUVER ELEMENT TO SEARCH OPFOR CORPSE FOR INTEL ITEMS.

Coach soldiers to search OPFOR body in pairs, one searching one covering.

After the Walk-Thru:

- Assemble your unit.
- Tell the unit when its good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next practice run.

7-11

**6. PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- When the unit has mastered the basics, permit the OPFOR to return fire with MILES.
- Reduce coaching until the unit can perform to Standards without it.

**7. PERFORM**

Inform PL/PSG that squad is ready for evaluation.

7-12

**SQUAD PROVIDES COVERING FIRE**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning how to provide covering fire for another element.

**Conditions**

Friendly. Platoon is conducting a hasty attack.

Enemy. An enemy squad is located on the platoon objective, approximately 200 meters from the covering squad.

**Standards**

NO  
GO GO

a	• Soldiers maintain noise/light discipline.		
b	• Squad Leader directs carrier into a good position to overwatch Dismounted Squad's move into firing positions.		

8-1

c	<u>Carrier:</u>		
	● Moves into position from rear.		
	● Avoids making unnecessary noise, exhaust smoke, and dust.		
	● Uses available cover and concealment during move.		
	● Adjusts position to improve observation and fields of fire.		
d	● Maneuver Teams move quickly to firing positions under Leader direction.		
e	Moving into positions, <u>soldiers:</u>		
	● Use best available cover and concealment.		
	● Maintain dispersion (don't bunch up).		

f	● Squad Leader checks/adjusts individual positions, as situation permits.		
g	<u>Individual positions provide:</u>		
	● Overlapping fields of observation and fire.		
	● Cover and concealment.		
	● Contact with Leader and Team.		
	● Good intervals (avoid getting bunched).		
h	● Squad Leader takes a position where he can control Carrier and Maneuver Teams.		
i	● Squad quickly returns heavy volume of fire when enemy opens fire.		
j	● Squad reduces fire within 10 seconds after enemy reduces their rate of fire.		

k	<ul style="list-style-type: none"> <li>● Squad maintains high enough rate of fire to suppress enemy.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Squad avoids lulls caused by reloading, malfunctions, etc.</li> </ul>		
l	<ul style="list-style-type: none"> <li>● Squad delivers heavy volume of aimed fire on enemy position when Assaulting Element (or Trainer) signals.</li> </ul>		
m	<ul style="list-style-type: none"> <li>● Squad shifts its fire on order before Assault Element reaches objective.</li> </ul>		

**2. ORIENTATION**

- Explain that the squad's skill is critical to the survival of their platoon.
- Stress the importance of aggressive fire, and the need to be alert for the approach of the Assaulting Element's soldiers. (The Leaders will signal when to shift fire, but every soldier must be alert to prevent firing on his own platoon by accident).

8-4

**3. CAUTION**

Make sure all squad members know the standard safety requirements for using blank ammo.

**4. PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

**5. PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Platoon objective large enough for enemy squad (occupied by at least one machinegunner).

8-5

- Route for Assaulting Element with covered positions.
- Covered/concealed position with good observation and fields of fire for the covering squad.

OPFOR:

- Place machinegunner in covered/concealed position on the objective.
- Instruct OPFOR to withhold fire until Trainer/Evaluator signals he is ready. Then OPFOR should open fire on any targets of opportunity, or when signaled to open fire.
- Instruct OPFOR to reduce rate of fire in response to friendly fires.
- Instruct OPFOR to fight until overrun, or signaled to cease fire.

Unit:

- Deliver FRAGO to Team Leaders from a position which allows observation of enemy position and maneuver route.
- Team Leaders pass contents of FRAGO to soldiers.
- Squad waits to be ordered to action.

8-6

MILES:

- Train without MILES until the unit can perform to Standard.
- Then, use MILES and practice until the unit performs smoothly.

Walk-Thru

Before the Walk Thru:

- Familiarize yourself with terrain so you know where you will want to position the carrier.
- Coach soldiers to check weapons.

During the Walk-Thru:

Apply the Standard:

- SOLDIERS MAINTAIN NOISE/LIGHT DISCIPLINE.

Coach soldiers to:

- Use stealth.
- Be quiet.
- Use arm and hand signals.

8-7

b Apply the Standard:

- SQUAD LEADER DIRECTS CARRIER INTO A GOOD POSITION TO OVERWATCH DISMOUNTED SQUAD'S MOVE INTO FIRING POSITIONS.

c Apply the Standards:

CARRIER:

- MOVES INTO POSITION FROM REAR.
- AVOIDS MAKING UNNECESSARY NOISE, EXHAUST SMOKE, AND DUST.
- USES AVAILABLE COVER AND CONCEALMENT DURING MOVE.
- ADJUSTS POSITION TO IMPROVE OBSERVATION AND FIELDS OF FIRE.

Emphasize to Driver that he has to be careful not to give away the unit's position to the enemy.

8-8

d Order Maneuver Teams to move out. Apply the Standard:

- MANEUVER TEAMS MOVE QUICKLY TO FIRING POSITIONS UNDER LEADER DIRECTION.

e Apply the Standards:

MOVING INTO POSITIONS, SOLDIERS:

- USE BEST AVAILABLE COVER AND CONCEALMENT.
- MAINTAIN DISPERSION (DON'T BUNCH UP).

f After soldiers are in position execute the Standard:

- SQUAD LEADER CHECKS/ADJUSTS INDIVIDUAL POSITIONS, AS SITUATION PERMITS.

g Apply the following Standards when checking/adjusting individual positions:

INDIVIDUAL POSITIONS PROVIDE:

8-9

- OVERLAPPING FIELDS OF OBSERVATION AND FIRE.
- COVER AND CONCEALMENT.
- CONTACT WITH LEADER AND TEAM.
- GOOD INTERVALS (AVOID GETTING BUNCHED).

h Execute the Standard:

- SQUAD LEADER TAKES A POSITION WHERE HE CAN CONTROL CARRIER AND MANEUVER TEAMS.

i Signal OPFOR to open fire, and apply the Standard:

- SQUAD QUICKLY RETURNS HEAVY VOLUME OF FIRE WHEN ENEMY OPENS FIRE.

Explain to soldiers that OPFOR has detected their squad, and now it is their job to gain fire superiority and suppress the OPFOR.

j Signal OPFOR to reduce fire, and apply the Standard:

- SQUAD REDUCES FIRE WITHIN 10 SECONDS AFTER ENEMY REDUCES THEIR RATE OF FIRE.

8-10

k Apply the Standards:

- SQUAD MAINTAINS HIGH ENOUGH RATE OF FIRE TO SUPPRESS ENEMY.
- SQUAD AVOIDS LULLS CAUSED BY RELOADING, MALFUNCTIONS, ETC.

Coach soldiers to:

- Reduce volume of fire once the enemy has been suppressed.
- Fire in short bursts to keep enemy pinned down.
- Increase volume only if the enemy starts to move or begins firing again.

l Order the squad to shift its fire, and apply the Standard:

- SQUAD DELIVERS HEAVY VOLUME OF AIMED FIRE ON ENEMY POSITION WHEN ASSAULTING ELEMENT (OR TRAINER) SIGNALS.

Explain to soldiers that Assaulting Element has reached its assault position. Now they have to keep the enemy suppressed while the platoon (-) assaults.

8-11

Order the squad to shift its fire and apply the Standard:

- SQUAD SHIFTS ITS FIRE ON ORDER BEFORE ASSAULT ELEMENT REACHES OBJECTIVE.

Explain that individual soldiers must observe carefully for the approach of friendly soldiers to prevent accidents. If you see one of the good guys getting too close, shift your fire and alert members of your team.

After the Walk-Thru or Practice Run:

- Assemble your unit and OPFOR.
- Tell the unit when it's good enough to be tested.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

8-12

**6. PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- Reduce coaching until the unit can perform to Standards without it.

**7. PERFORM**

Inform PL/PSG that squad is ready for evaluation.

8-13

**SQUAD WITHDRAWS UNDER FIRE**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning how to withdraw from a defensive position when you are under pressure.

**Conditions**

Friendly. Squad is in defensive positions in a platoon/company defensive perimeter.

Enemy. Forward element of a Motorized Company (without tanks) is attacking the squad position.

**Standards**

NO  
GO GO

• Squad establishes and maintains a steady volume of aimed fire.		
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b	<u>Carrier:</u> <ul style="list-style-type: none"> <li>● Backs out of position, without skylining.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Moves to Rally Point (RP) on order from Squad Leader.</li> </ul>		
c	<ul style="list-style-type: none"> <li>● Dismounted Squad maintains steady volume of fire as carrier moves to RP.</li> </ul>		
d	<ul style="list-style-type: none"> <li>● Carrier stops at RP and prepares to cover Dismounted Squad's approach and remount.</li> </ul>		
e	<ul style="list-style-type: none"> <li>● Squad Leader directs Maneuver Teams to withdraw to RP.</li> </ul>		
f	<ul style="list-style-type: none"> <li>● Maneuver Teams disengage by bounds (fire and move to the rear).</li> </ul>		
g	<ul style="list-style-type: none"> <li>● Maneuver Teams move quickly along covered route to RP.</li> </ul>		

9-2

h	<ul style="list-style-type: none"> <li>● Soldiers maintain security during remount, following unit SOP.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Soldiers mount quickly following unit SOP.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Carrier moves out quickly when all soldiers have remounted.</li> </ul>		

2. **ORIENTATION**

- Explain that the enemy has the advantage, so we are withdrawing to a better location.
- Explain that withdrawing rapidly, with the least exposure to enemy direct fire, is the key to success.
- Point out that individuals should fire to slow the enemy or hit easy targets, but they must not slow the withdrawal by hanging back to fight.

3. **CAUTION**

Make sure all squad members know the standard safety requirements for:

- Using blank ammo.
- Riding cross country in the carrier.

9-3

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Covered routes of attack for the enemy.
- Covered/Concealed overwatch positions for carrier.
- Protected Rally Point (pick-up-point) for squad members to mount carrier.
- Covered/concealed squad positions and paths to Rally Point.

9-4

OPFOR:

- Position at least one SAW Gunner in cover to begin the assault from 100-200 meters. Including one or more vehicles will improve realism.
- Have OPFOR attack from stationary position until unit has learned the basic movement skills, then have OPFOR assault (mounted, if possible), firing at targets of opportunity.
- Instruct OPFOR to begin and to halt the assault on your signal.

Unit:

- Place squad in hasty fighting position.
- Alert squad to possible approach of a larger attacking force.

MILES:

- Train without MILES until the unit can perform to Standard.
- Then, use MILES and practice until the unit performs smoothly.

**Walk-Thru**

9-5

Before the Walk-Thru:

- Describe the technique of withdrawal by bounds on a chalkboard or on the ground.
- Point out the location of the RP.
- Point out covered/concealed routes to RP.

Coach soldiers to:

- Check ammo.
- Check weapons.

During the Walk-Thru:

a Signal OPFOR to open fire. Order squad to open fire, and apply the Standard:

- SQUAD ESTABLISHES AND MAINTAINS A STEADY VOLUME OF AIMED FIRE.

b Order carrier to withdraw to RP and apply the Standards:

CARRIER:

- BACKS OUT OF POSITION, WITHOUT SKYLINING.
- MOVES TO RALLY POINT (RP) ON ORDER FROM SQUAD LEADER.

9-6

Coach Carrier Team to:

- Use smoke if conditions call for it.
- Move to RP using best covered/concealed route, when time permits.

c Apply the Standard:

- DISMOUNTED SQUAD MAINTAINS STEADY VOLUME OF FIRE AS CARRIER MOVES TO RP.

d Apply the Standard:

- CARRIER STOPS AT RP AND PREPARES TO COVER DISMOUNTED SQUAD'S APPROACH AND REMOUNT.

Coach Carrier Team to be ready to move out.

e Execute the Standard:

- SQUAD LEADER DIRECTS MANEUVER TEAMS TO WITHDRAW TO RP.

9-7

f Apply the Standard:

- MANEUVER TEAMS DISENGAGE BY BOUNDS (FIRE AND MOVE TO THE REAR).

Explain that the squad is out-gunned and the enemy is coming. Speed in withdrawing is more important than well-aimed fire.

Coach individuals to try to score hits, since the enemy will be exposed as he moves, but not to hold back to get off a well-aimed shot.

g Apply the Standard:

- MANEUVER TEAMS MOVE QUICKLY ALONG COVERED ROUTE TO RP.

9-8

h Apply the Standards:

- SOLDIERS MAINTAIN SECURITY DURING REMOUNT, FOLLOWING UNIT SOP.
- SOLDIERS MOUNT QUICKLY FOLLOWING UNIT SOP.
- CARRIER MOVES OUT QUICKLY WHEN ALL SOLDIERS HAVE REMOUNTED.

After the Walk-Thru/Practice Run:

- Assemble your unit and OPFOR.
- Tell the unit when it's good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

9-9

**6. PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- After squad learns basic movements, have OPFOR troops and vehicle(s) assault, on order.
- Select different terrain.
- Reduce coaching until the unit can perform to Standards without it.

**7. PERFORM**

Inform PL/PSG that squad is ready for evaluation.

9-10

**SQUAD CONDUCTS FAR ANTI-ARMOR AMBUSH (HIT-AND-RUN)**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning how to move into position and execute an anti-armor ambush from long range.

**Conditions**

Friendly. Squad is operating independently.

Enemy. Mounted enemy patrol is reported moving along a known route.

**Standards**

NO  
GO GO

a	● Squad covers move of its Security Elements into ambush site.		
b	<u>Security Team members:</u> ● Move tactically into flank positions using best available cover and concealment.		

	<ul style="list-style-type: none"> <li>● Signal to Squad Leader when they have secured the flanks.</li> </ul>		
c	<u>Armor-Killer Team members:</u> <ul style="list-style-type: none"> <li>● Move tactically into positions using available cover and concealment.</li> <li>● Adjust positions as required to improve: <ul style="list-style-type: none"> <li>- Cover and concealment.</li> <li>- Fields of fire into kill zone.</li> </ul> </li> <li>● Inform Squad Leader when in position.</li> </ul>		
d	<u>Squad Leader checks to be sure:</u> <ul style="list-style-type: none"> <li>● DRAGONs cover entire kill zone.</li> <li>● Carrier is in hull-down position.</li> <li>● Mk-19 covers entire kill zone.</li> <li>● Dismounted soldiers provide security for DRAGONs and carrier.</li> </ul>		

10-2

e	<ul style="list-style-type: none"> <li>● Security Team signals Squad Leader as soon as OPPOR is detected.</li> </ul>		
f	<ul style="list-style-type: none"> <li>● First DRAGON Gunner opens fire on lead (or other) vehicle, according to plan.</li> <li>● Mk-19 Gunner waits about 3 seconds, then opens fire on vehicles in column.</li> <li>● Second DRAGON Gunner fires on assigned target without crossing wires of first missile.</li> </ul>		
g	<ul style="list-style-type: none"> <li>● Squad Leader signals withdrawal to Rally Point(s).</li> </ul>		
h	<ul style="list-style-type: none"> <li>● Armor-Killer Team members and Security Team members move quickly to Rally Point(s).</li> <li>● Carrier stays in position to overwatch withdrawal of dismounted soldiers.</li> </ul>		

10-3

1	● On signal, carrier moves quickly to Rally Point using available cover/concealment.		
	● Soldiers mount carrier following unit SOP.		
	● Carrier moves out quickly when all soldiers have remounted.		

2. **ORIENTATION**

- Explain the importance of this mission for destroying and demoralizing the enemy.
- Stress the importance of speed in setting up for the ambush.
- Stress the use of good cover and concealment to achieve surprise.

3. **CAUTION**

Make sure all squad members know the standard safety requirements for:

- Using blank ammo.
- Riding cross country in the carrier.

10-4

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Canalized enemy mounted route at 500-1000 meters/range.
- Location for observers with covered/concealed positions and clear fields of observation and fire to the canalized enemy route.
- Natural barrier between enemy route and ambushers.
- Protected withdrawal routes for squad members/carrier.
- Protected Rally Point (pick-up point) for squad.

10-5

OPFOR:

- Have at least one vehicle simulate a tank or BMP. (Two vehicles are required to fully train to Standard).
- Position OPFOR out of sight on known route.

Unit:

- Assemble squad at point which overlooks enemy route.
- Point out location on route where the ambush will be conducted.
- Assign individual soldier and carrier positions.
- Point out withdrawal routes and Rally Point(s).
- Double check on signals for:
  - First DRAGON to fire.
  - Withdrawal.

MILES:

- Train without MILES until the unit can perform to Standard.
- Then, use MILES and practice until the unit performs smoothly.

10-6

**Walk-Thru**

Before the Walk Thru:

- Explain that in combat the first few run-thrus of the task should be conducted as a rehearsal behind friendly lines before moving to the actual ambush site.
- Explain that enemy motorized units usually have a tank at the lead.
- Point out that we will lay mines when we have a good opportunity to do it without risk of being seen or getting caught.
- Coach soldiers to check their weapons and gear before assembling for the mission.

During the Walk-Thru:

Set up squad to cover Security Elements. Order Security Elements to move into ambush site, and apply the Standard:

- SQUAD COVERS MOVE OF ITS SECURITY ELEMENTS INTO AMBUSH SITE.

10-7

b Apply the Standards:

SECURITY TEAM MEMBERS:

- MOVE TACTICALLY INTO FLANK POSITIONS USING BEST AVAILABLE COVER AND CONCEALMENT.
- SIGNAL TO SQUAD LEADER WHEN THEY HAVE SECURED THE FLANKS.

c Order Armor-Killer Team members to move into positions, and apply the Standards:

ARMOR-KILLER TEAM MEMBERS:

- MOVE TACTICALLY INTO POSITIONS USING AVAILABLE COVER AND CONCEALMENT.
- ADJUST POSITIONS AS REQUIRED TO IMPROVE:
  - COVER AND CONCEALMENT.
  - FIELDS OF FIRE INTO KILL ZONE.
- INFORM SQUAD LEADER WHEN IN POSITION.

Explain to soldiers that surprise is essential to the success of this Drill. Coach Driver to avoid excessive noise, exhaust smoke, and dust.

10-8

d Execute the Standards:

SQUAD LEADER CHECKS TO BE SURE:

- DRAGONS COVER ENTIRE KILL ZONE.
- CARRIER IS IN HULL-DOWN POSITION.
- MK-19 COVERS ENTIRE KILL ZONE.
- DISMOUNTED SOLDIERS PROVIDE SECURITY FOR DRAGONS AND CARRIER.

e Signal OPFOR to move along route and apply the Standard:

- SECURITY TEAM SIGNALS SQUAD LEADER AS SOON AS OPFOR IS DETECTED.

f When OPFOR is in kill zone, order first DRAGON Gunner to fire, and apply the Standards:

- FIRST DRAGON GUNNER OPENS FIRE ON LEAD (OR OTHER) VEHICLE, ACCORDING TO PLAN.

10-9

- MK-19 GUNNER WAITS ABOUT 3 SECONDS, THEN OPENS FIRE ON VEHICLES IN COLUMN.
- SECOND DRAGON GUNNER FIRES ON ASSIGNED TARGET WITHOUT CROSSING WIRES OF FIRST MISSILE.

Explain to Armor-Killer Team that:

- The DRAGON is more destructive than the Mk-19 and should be given the best chance to engage the enemy. The Mk-19 should hold off to prevent the enemy from detecting the ambush before the DRAGON is launched. Also, acquiring the DRAGON Missile in the first few moments after its launch is difficult. So the Mk-19 Gunner should not fire too soon and risk causing the DRAGON Gunner to lose his missile.
- The second DRAGON Gunner must be careful to avoid firing his missile across the path of the other missile while it's in flight. He can do this by waiting until the first missile has made impact, or by firing at a target far away (hundreds of meters) from the first target.

10-10

8 After the second DRAGON has fired, execute the Standard:

- SQUAD LEADER SIGNALS WITHDRAWAL TO RALLY POINT(S).

h Apply the Standards:

- ARMOR-KILLER TEAM MEMBERS AND SECURITY TEAM MEMBERS MOVE QUICKLY TO RALLY POINT(S).
- CARRIER STAYS IN POSITION TO OVERWATCH WITHDRAWAL OF DISMOUNTED SOLDIERS.

Coach soldiers to move using available cover and concealment.

1 When dismounted soldiers arrive at Rally Point(s), apply the Standards:

- ON SIGNAL, CARRIER MOVES QUICKLY TO RALLY POINT USING AVAILABLE COVER/CONCEALMENT.
- SOLDIERS MOUNT CARRIER FOLLOWING UNIT SOP.
- CARRIER MOVES OUT QUICKLY WHEN ALL SOLDIERS HAVE REMOUNTED.

10-11

After the Walk-Thru/Practice Run:

- Assemble your unit and OPFOR.
- Tell the Unit when its good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

6. **PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Practice with the (simulated) tank in the lead and in the second position.
- Select different terrain.
- Reduce coaching until the squad can perform to Standards without it.

7. **PERFORM**

Inform PL/PSG that squad is ready for evaluation.

10-12

**SQUAD CLEARS A ROOM/BUILDING**

1. **TRAINING OBJECTIVE**

**Task**

You will be learning how to enter and clear a building, room by room.

**Conditions**

Friendly. Platoon has been ordered to clear buildings in its path.

Enemy. Scattered enemy elements have been reported in the buildings.

**Standards**

		GO	NO GO
a	● Support Element takes up position to cover Assaulting Element's move.		
b	● Squad Leader orders Assaulting Element to move to Assault Position.		

c	<ul style="list-style-type: none"> <li>● Assaulting Element moves using available cover and concealment.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Support Element covers move.</li> </ul>		
d	<ul style="list-style-type: none"> <li>● Assault Position is the closest available covered/concealed position to the objective.</li> </ul>		
e	<ul style="list-style-type: none"> <li>● Support Element delivers a high volume of aimed fire on Squad Leader's signal.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Assaulting Element rushes building right after Support Element opens fire.</li> </ul>		
f	SUPPORT ELEMENT:		
	<ul style="list-style-type: none"> <li>● Shifts fire away from Assaulting Element.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Maintains volume of fire.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Fires up enemy approaching or leaving building.</li> </ul>		

11-2

g	ASSAULTING ELEMENT SOLDIERS:		
	<ul style="list-style-type: none"> <li>● Hug building near entry point.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Avoid moving in front of windows or doors.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Don't stop under windows.</li> </ul>		
h	<ul style="list-style-type: none"> <li>● Don't bunch up.</li> </ul>		
	<ul style="list-style-type: none"> <li>● First member of Assaulting Element clears entrance with grenade before anyone enters.</li> </ul>		
i	AFTER DETONATION SECOND SOLDIER:		
	<ul style="list-style-type: none"> <li>● Sprays entryway with automatic fire as he enters in a crouch.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Takes up a position to cover entire entryway.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Yells to first soldier to enter.</li> </ul>		

11-3

j	<ul style="list-style-type: none"> <li>● First soldier enters and quickly searches the entryway while his buddy covers him.</li> </ul>		
k	<p>WHENEVER SOLDIERS ENTER A ROOM WITH A CLOSED DOOR:</p> <ul style="list-style-type: none"> <li>● First soldier covers buddy from hinged side of door.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Second soldier kicks door open and moves away from it in one motion.</li> </ul>		
	<ul style="list-style-type: none"> <li>● First soldier fires burst into room as door swings open.</li> </ul>		
	<ul style="list-style-type: none"> <li>● First soldier enters room spraying as he goes.</li> </ul>		
l	<p>WHENEVER SOLDIERS SEARCH AND CLEAR A ROOM:</p> <ul style="list-style-type: none"> <li>● First soldier yells to second soldier to enter.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Second soldier then enters and searches room while his buddy covers him.</li> </ul>		

11-4

m	<ul style="list-style-type: none"> <li>● Buddy team enters and clears all rooms opening onto entryway, using steps k and l.</li> </ul>		
n	<ul style="list-style-type: none"> <li>● Soldiers inside yell to soldiers outside when entrance has been cleared.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Remainder of Assaulting Element then moves in quickly.</li> </ul>		
o	<ul style="list-style-type: none"> <li>● Squad Leader assigns buddy teams to clear all of the rooms.</li> </ul>		
p	<ul style="list-style-type: none"> <li>● Soldier takes up a position to cover entire entryway.</li> </ul>		
q	<ul style="list-style-type: none"> <li>● Squad Leader marks rooms with tape as rooms are cleared.</li> </ul>		

11-5

2. **ORIENTATION**

- Explain the need to work together as buddy teams when they operate in built up areas, especially when they have to clear a building's hallways and rooms.
- Point out that Light Motorized units have the division's primary responsibility for clearing urban areas.

3. **CAUTION**

Make sure all squad members know the standard safety requirements for using blank ammo.

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

11-6

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Building with at least two rooms.
- Covered/concealed positions for Support Element. Positions for Support Element should allow them to overwatch the Assaulting Element, as well as see and bring fire upon as many potential entrances/exits as possible.
- Covered/concealed route for Assaulting Element to approach the Assault Position.
- Covered Assault Position.

OPFOR. Not required, but a dummy with planted papers may be used.

11-7

Unit:

- Assemble squad at a tactical position in sight of the building, support position, assault route and entry point. Entry point will normally be a door, a window, or a wall a large hole blown in it.
- Explain plan of attack and assign individuals/teams to Assaulting and Support Elements.
- Order Support Element members, including the carrier, to their positions.

MILES. Not used.

Walk-Thru

Before the Walk Thru:

Coach:

- Soldiers to check weapons.
- Members of the Assaulting Element to carry hand grenades.

11-8

During the Walk-Thru:

a Set up Support Element to cover Assaulting Element's move to Assault Position, and apply the Standard.

- SUPPORT ELEMENT TAKES UP POSITION TO COVER ASSAULTING ELEMENT'S MOVE.

b When the Support Element is set up, execute the Standard.

- SQUAD LEADER ORDERS ASSAULTING ELEMENT TO MOVE TO ASSAULT POSITION.

c When the Assaulting Element moves into position, apply the Standards:

- ASSAULTING ELEMENT MOVES USING AVAILABLE COVER AND CONCEALMENT.
- SUPPORT ELEMENT COVERS MOVE.

11-9

d Apply the Standard:

- ASSAULT POSITION IS THE CLOSEST AVAILABLE COVERED AND CONCEALED POSITION TO THE OBJECTIVE.

e When the Assaulting Element is at the Assault Position, order the Support Element to open fire and apply the Standards:

- SUPPORT ELEMENT DELIVERS A HIGH VOLUME OF AIMED FIRE ON SQUAD LEADER'S SIGNAL.
- ASSAULTING ELEMENT RUSHES BUILDING RIGHT AFTER SUPPORT ELEMENT OPENS FIRE.

Coach Support Element to:

- Fire through all doors, windows, and other openings while Assaulting Element rushes the building.
- Fire during rush to suppress enemy even if no enemy is in sight.

11-10

f Apply the Standards:

SUPPORT ELEMENT:

- SHIFTS FIRE AWAY FROM ASSAULTING ELEMENT.
- MAINTAINS VOLUME OF FIRE.
- FIRES UP ENEMY APPROACHING OR LEAVING BUILDING.

Coach soldiers in Support Element to:

- Continuously search nearby buildings, rooftops, windows, doorways, and avenues of approach for enemy activity.
- Pay attention to Leader's fire commands.
- Avoid firing into buildings after Assaulting Element enters, unless a target appears. Rifle and grenade fire may penetrate walls and floors, causing friendly casualties.

g When the Assaulting Element reaches the building, apply the Standards:

ASSAULTING ELEMENT SOLDIERS:

11-11

- HUG BUILDING NEAR ENTRY POINT.
- AVOID MOVING IN FRONT OF WINDOWS OR DOORS.
- DON'T STOP UNDER WINDOWS.
- DON'T BUNCH UP.

Coach soldiers that the preferred point of entry in a building is the highest point:

- If terrain permits easy access to the room, get in that way.
- If a carrier can be safely used as a ladder, use it.

h Apply the Standard:

- FIRST MEMBER OF ASSAULTING ELEMENT CLEARS ENTRANCE WITH GRENADE BEFORE ANYONE ENTERS.

i Apply the Standards:

AFTER DETONATION, SECOND SOLDIER:

- SPRAYS ENTRYWAY WITH AUTOMATIC FIRE AS HE ENTERS IN A CROUCH.
- TAKES UP A POSITION TO COVER ENTIRE ENTRYWAY.
- YELLS TO FIRST SOLDIER TO ENTER.

11-12

j Apply the Standard:

- FIRST SOLDIER ENTERS AND QUICKLY SEARCHES THE ENTRYWAY WHILE HIS BUDDY COVERS HIM.

Coach first soldier to:

- Avoid crossing in front of buddy trying to cover him, while searching.
- Watch out for booby traps. Commonly booby-trapped items are doors, toilets, electrical switches, and souvenirs (pistols, rifles, bayonets, etc.)

k Whenever soldiers search and clear a room, apply the Standards:

- FIRST SOLDIER COVERS BUDDY FROM HINGED SIDE OF DOOR.
- SECOND SOLDIER KICKS DOOR OPEN AND MOVES AWAY FROM IT IN ONE MOTION.
- FIRST SOLDIER FIRES BURST INTO ROOM AS DOOR SWINGS OPEN.
- FIRST SOLDIER ENTERS ROOM SPRAYING AS HE GOES.

11-13

l Whenever soldiers search and clear a room, apply the Standards:

- FIRST SOLDIER YELLS TO SECOND SOLDIER TO ENTER.
- SECOND SOLDIER THEN ENTERS AND SEARCHES ROOM WHILE HIS BUDDY COVERS HIM.

m Apply the Standards:

- BUDDY TEAM ENTERS AND CLEARS ALL ROOMS OPENING ONTO ENTRYWAY, USING STEPS k AND l.

n When entryway and rooms opening onto it are cleared, apply the Standards:

- SOLDIERS INSIDE YELL TO SOLDIERS OUTSIDE WHEN ENTRANCE HAS BEEN CLEARED.
- REMAINDER OF ASSAULTING ELEMENT THEN MOVES IN QUICKLY.

Coach soldiers inside to signal visually, if possible.

11-14

o When all members of the Assaulting Element are present, execute the Standard:

- SQUAD LEADER ASSIGNS BUDDY TEAMS TO CLEAR ALL OF THE ROOMS.

p Order one soldier to stay and cover entryway, and apply the Standard:

- SOLDIER TAKES UP A POSITION TO COVER ENTIRE ENTRYWAY.

q Execute the Standard, as appropriate:

- SQUAD LEADER MARKS ROOMS WITH TAPE AS ROOMS ARE CLEARED.

After the Walk-Thru or Practice Run:

- Assemble your unit.
- Tell the Unit when its good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

11-15

6. **PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select a different building, if possible.
- Reduce coaching until the unit can perform to Standards without it.

7. **PERFORM**

Inform PL/PSG that squad is ready for evaluation.

11-16

**PLATOON MOVES IN TRAVELING OVERWATCH,  
REACTS TO CONTACT**

1. **TRAINING OBJECTIVE**

**Task**

You will be learning how to move as a platoon in the Traveling Overwatch formation; and when we get that down pat, we'll work on how to react to enemy contact.

**Conditions**

Friendly. Platoon is at the lead in a company tactical movement.

Enemy. Contact is possible.

**Standards**

NO  
GO GO

a	● Platoon Leader directs vehicles to positions (as on Pages 12-15/16) so that trail vehicles overwatch lead vehicles.		
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12-1

b	<ul style="list-style-type: none"> <li>● Platoon Leader orders Lead Squad _____ meters forward of the main body.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Platoon Leader positions himself in the second carrier of the column.</li> </ul>		
c	<u>Carriers maintain local security:</u> <ul style="list-style-type: none"> <li>● Squad Leaders, Gunners observe assigned sectors, including air guard.</li> </ul>		
d	<ul style="list-style-type: none"> <li>● Lead Squad moves taking advantage of available cover and concealment.</li> </ul>		
e	<ul style="list-style-type: none"> <li>● Carriers adjust their positions as necessary to maintain visual contact with adjacent squad(s) and with the Platoon Leader's vehicle.</li> </ul>		
f	<ul style="list-style-type: none"> <li>● Platoon adjusts formation to maintain dispersion and to take advantage of available cover and concealment.</li> </ul>		

12-2

g	<u>Lead Squad responds to enemy fire:</u> <ul style="list-style-type: none"> <li>● Returns fire and moves directly to cover.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Dismounts quickly following unit SOP.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Returns fire on enemy.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Calls SITREP to Platoon Leader.</li> </ul>		
h	<u>Platoon Leader's vehicle:</u> <ul style="list-style-type: none"> <li>● Immediately returns fire, if possible.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Moves quickly to cover.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Adjusts position to observe the enemy and control the platoon.</li> </ul>		
i	<u>Overwatching (Trailing) Squads:</u> <ul style="list-style-type: none"> <li>● Immediately return fire if possible.</li> </ul>		

12-3

	• Carriers move directly to cover.		
	• Dismount quickly following unit SOP.		
	• Individual soldiers adjust firing positions to improve cover and fields of fire.		
	• Individual soldiers aggressively return fire.		
j	• Platoon Leader transmits SITREP to Company Commander ASAP, guided by SALUTE.		

## 2. ORIENTATION

- Explain that Traveling Overwatch will be the movement technique we will use when the enemy is not expected along their route, and we have to move quickly.
- Stress that every soldier should do his job to search for signs of the enemy as they move, and be prepared to react to contact.

12-4

## 3. CAUTION

Make sure all squad members know the standard safety requirements for:

- Using blank ammo.
- Riding cross country in the carrier.

## 4. PRETEST

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

## 5. PRESENTATION

### Demonstration

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

### Set-Up Directions

#### Training site contains:

- Maneuver route wide enough for platoon.

12-5

- Route at least 1000 meters long.
- Natural terrain features suitable for phase lines.

OPFOR:

- Place at least one machinegunner in covered/concealed position overwatching the route.
- Instruct OPFOR not to open fire until signaled.
- After being signaled, OPFOR opens fire at approaching platoon, and continues to fire at exposed targets.
- OPFOR ceases fire when signaled.

Unit:

- Platoon Leader delivers FRAGO to Squad Leaders from position overlooking route.
- Squad Leaders pass information to their squad members, and wait for the order to move out.

MILES:

- Train without MILES until the unit can perform to Standard.
- Then, use MILES and practice until the unit performs smoothly.

12-6

**Walk-Thru**

Before the Walk Thru:

- Coach Leaders to become familiar with route on map.
- Coach Leaders to take time to relate map with actual terrain.
- Demonstrate the technique of Traveling Overwatch on a chalkboard or on the ground. Be sure to explain the job of the Overwatching Squads.
- Coach soldiers to check weapons.

During the Walk-Thru:

Execute the Standard:

- PLATOON LEADER DIRECTS VEHICLES TO POSITIONS (AS ON PAGES 12-15/16) SO THAT TRAIL VEHICLES OVERWATCH LEAD VEHICLES.

Explain that vehicles are positioned in formation to provide for best:

- All around security.

12-7

- Firepower to the front and flanks without shooting near our own vehicles.
- Ability to keep each other in sight.

Explain that the formation is not kept because it looks good on a parade field. Individual vehicles are always expected to adjust their positions to avoid obstacles and to take advantage of the terrain to obtain cover and concealment.

b Execute the Standards:

- PLATOON LEADER ORDERS LEAD SQUAD \_\_\_\_\_ METERS FORWARD OF THE MAIN BODY.
- PLATOON LEADER POSITIONS HIMSELF IN THE SECOND CARRIER OF THE COLUMN.

NOTE:

- Interval between lead vehicle and platoon Leader's vehicle depends on terrain/vegetation and visibility (e.g., day/night, smoke, snow).
- Lead vehicle should be well in front of main body.

12-8

c Apply the Standard:

CARRIERS MAINTAIN LOCAL SECURITY:

- SQUAD LEADERS, GUNNERS OBSERVE ASSIGNED SECTORS, INCLUDING AIR GUARD.

d Order Lead Squad to move out and apply the Standard:

- LEAD SQUAD MOVES TAKING ADVANTAGE OF AVAILABLE COVER AND CONCEALMENT.

Coach Lead Squad to:

- Be alert for the enemy.
- Pass information back to Platoon Leader by arm and hand signals.
- Stay off the radio until contact is made.
- Halt in a covered position to:
  - (1) Survey terrain and select route.
  - (2) Check out possible danger area.
  - (3) Check for signs of the enemy.

12-9

e Apply the Standards:

- CARRIERS ADJUST THEIR POSITIONS AS NECESSARY TO MAINTAIN VISUAL CONTACT WITH ADJACENT SQUAD(S) AND WITH THE PLATOON LEADER'S VEHICLE.

Coach Squad Leader to maintain dispersion during halts and changes in direction of movement.

f Apply the Standards:

- PLATOON ADJUSTS FORMATION TO MAINTAIN DISPERSION AND TO TAKE ADVANTAGE OF AVAILABLE COVER AND CONCEALMENT.

AFTER THE PLATOON HAS LEARNED THE MOVEMENT SKILLS, YOU CAN CONTINUE ON TO THE SECOND SECTION OF THIS DRILL.

12-10

g Signal OPFOR to open fire, and apply the Standards:

LEAD SQUAD RESPONDS TO ENEMY FIRE:

- RETURNS FIRE AND MOVES DIRECTLY TO COVER.
- DISMOUNTS QUICKLY FOLLOWING UNIT SOP.
- RETURNS FIRE ON ENEMY.
- CALLS SITREP TO PLATOON LEADER.

Coach soldiers to:

- Watch Team Leader for directions.
- Avoid bunching up.
- Stay together as Teams.

h Apply the Standards:

PLATOON LEADER'S VEHICLE:

- IMMEDIATELY RETURNS FIRE, IF POSSIBLE.
- MOVES QUICKLY TO COVER.
- ADJUSTS POSITION TO OBSERVE THE ENEMY AND CONTROL THE PLATOON.

12-11

1 Apply the Standards:

**OVERWATCHING (TRAILING) SQUADS:**

- IMMEDIATELY RETURN FIRE IF POSSIBLE.
- CARRIERS MOVE DIRECTLY TO COVER.
- DISMOUNT QUICKLY FOLLOWING UNIT SOP.
- INDIVIDUAL SOLDIERS ADJUST FIRING POSITIONS TO IMPROVE COVER AND FIELDS OF FIRE.
- INDIVIDUAL SOLDIERS AGGRESSIVELY RETURN FIRE.

Explain to soldiers that:

- Rapid dismount and movement will require each of you to do your own job without being ordered.
- You have to pay close attention to your Leader's directions.
- You then move out quickly and make the best of the cover/concealment and fields of fire available to you.
- You have to fire aggressively at the enemy, but you must also keep an eye on your Leaders and buddies.

12-12

j Apply the Standard:

- PLATOON LEADER TRANSMITS SITREP TO COMPANY COMMANDER ASAP, GUIDED BY SALUTE.

After the Walk-Thru or Practice Run:

- Assemble your unit and OPFOR.
- Tell the unit when its good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

6. **PRACTICE**

Conduct the Drill according to directions in the blocks above.

12-13

Introduce the following variations as you repeat the Drill:

- After platoon has learned the basic movement, permit OPFOR to engage the Lead Squad from a distance to practice "Reacts to Contact".
- Have rifle squads change roles, so that each squad has a chance to be the Lead Squad.
- Select different terrain.
- Reduce coaching until the platoon can perform to Standards without it.

7. **PERFORM**

Inform Co CDR/XO that the unit is ready for evaluation.

12-14

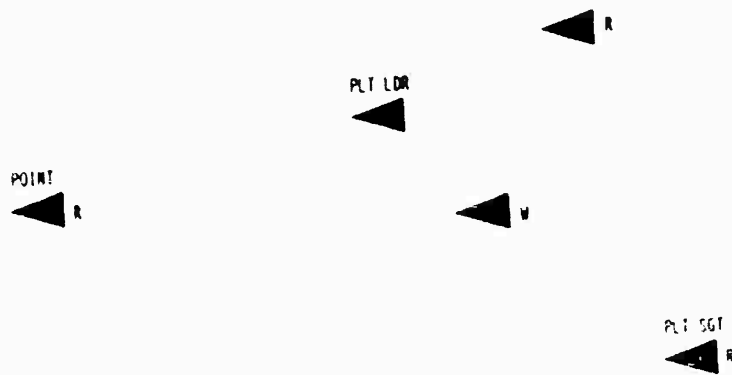


FIGURE 12-1-A. OPEN TERRAIN

12-15

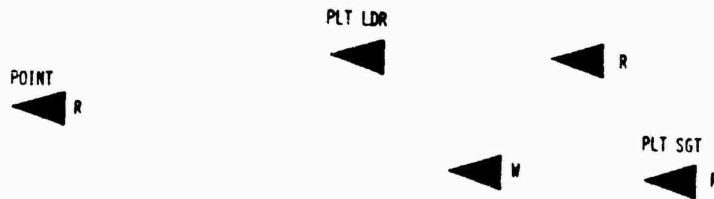


FIGURE 12-1-B. CLOSED TERRAIN/NIGHT

FIGURE 12-1. PLATOON TRAVELING OVERWATCH FORMATION. INDIVIDUAL VEHICLES CONTINUOUSLY ADJUST THEIR POSITIONS TO TAKE ADVANTAGE OF: COVER/CONCEALMENT; TRAFFICABILITY; OBSERVATION OF AREAS TO THE FRONT AND FLANK, OBSERVATION OF OTHER PLATOON VEHICLES.

12-16

**PLATOON MOVES IN BOUNDING OVERWATCH (MOUNTED)  
REACTS TO CONTACT**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning how to move as a platoon in Bounding Overwatch when you are mounted. When we get that down pat, we'll work on how to react to enemy contact.

**Conditions**

Friendly: Platoon is at the lead in a company tactical movement. Company has been ordered to move rapidly to make contact.

Enemy: Enemy has been reported in the Area of Operations (AO) and enemy contact is expected. Exact enemy locations are unknown.

**Standards**

NO  
GO GO

13-1

a	<ul style="list-style-type: none"> <li>● Elements maintain noise/light discipline.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Squad Leaders avoid using the radio until contact is made.</li> </ul>		
b	<u>Platoon Leader:</u> <ul style="list-style-type: none"> <li>● Points out next position and route to be used.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Signals Bounding Element to move out.</li> </ul>		
c	<u>Bounding Element:</u> <ul style="list-style-type: none"> <li>● Backs out of position.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Moves quickly along assigned route using best available cover/concealment.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Avoids making unnecessary noise, exhaust smoke, and dust.</li> </ul>		

13-2

d	<u>Bounding Element</u> maintains own security during bounds.		
	<ul style="list-style-type: none"> <li>● Orients Mk-19 to front/flanks.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Maintains 360-degree observation, including air guard.</li> </ul>		
e	<ul style="list-style-type: none"> <li>● Keeps SAWs at the ready.</li> </ul>		
	<ul style="list-style-type: none"> <li>● At the end of the bound, Squad(s) dismounts following unit SOP.</li> </ul>		
f	<u>After dismount, carrier(s):</u> <ul style="list-style-type: none"> <li>● Moves to improve fields of observation and fire while staying covered.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Avoids making unnecessary noise, exhaust smoke, and dust.</li> </ul>		
g	<u>Team Leaders</u> adjust individual positions as necessary, to improve:		

13-3

	<ul style="list-style-type: none"> <li>● Cover and concealment.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Observation and overlapping fields of fire.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Contact with Leader and Team.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Good intervals (avoid getting bunched up).</li> </ul>		
h	<ul style="list-style-type: none"> <li>● Entire squad actively searches for signs of the enemy.</li> </ul>		
	<ul style="list-style-type: none"> <li>● When no signs of the enemy are reported, Squad Leader signals the Overwatch Element.</li> </ul>		
i	<ul style="list-style-type: none"> <li>● Platoon Leader signals the Overwatch Element to remount.</li> </ul>		
j	<ul style="list-style-type: none"> <li>● Squads in Overwatch Element remount quickly following unit SOP.</li> </ul>		

13-4

k	<u>Carriers in Overwatch Element:</u> <ul style="list-style-type: none"> <li>● Avoid skylining while leaving positions.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Move along assigned route.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Use available cover and concealment.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Maintain dispersion appropriate to terrain and vegetation.</li> </ul>		
l	<u>Carriers maintain own security:</u> <ul style="list-style-type: none"> <li>● Orient M4-19 to front/flanks.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Maintain 360-degree observation, including air guard.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Keep SAWs at the ready.</li> </ul>		
m	<u>At end of bound, carriers:</u> <ul style="list-style-type: none"> <li>● Move smoothly into dispersed covered and concealed positions.</li> </ul>		

13-5

	<ul style="list-style-type: none"> <li>● Dismount their squads following unit SOP.</li> </ul>		
n	<u>After dismount, carriers:</u> <ul style="list-style-type: none"> <li>● Move to improve fields of observation and fire while staying covered.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Avoid making unnecessary noise, exhaust smoke, and dust.</li> </ul>		
o	<u>Team Leaders adjust individual positions as necessary to improve:</u> <ul style="list-style-type: none"> <li>● Observation and fields of fire.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Cover and concealment.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Contact with Leader and Team.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Good intervals (avoid getting bunched up).</li> </ul>		

13-6

p	<ul style="list-style-type: none"> <li>● Squad Leaders signal the Platoon Leader when their squads are set.</li> </ul>		
---	--	--	--

REPEAT STEPS b THRU p UNTIL CONTACT IS MADE, THEN APPLY THE STANDARDS q THRU t.

q	<u>Bounding Element responds to enemy fire:</u> <ul style="list-style-type: none"> <li>● Returns fire and moves directly to cover.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Dismounts quickly following unit SOP.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Carrier(s) improve fields of observation and fire while staying covered.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Dismounted soldiers aggressively return fire on enemy.</li> </ul>		
r	<ul style="list-style-type: none"> <li>● Bounding Element Leader calls SITREP to Platoon Leader.</li> </ul>		

13-7

s	<b>Overwatch Element:</b> <ul style="list-style-type: none"> <li>● Squads with clear fields of fire to enemy immediately return high volume of fire.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Squads whose fire would threaten Bounding Element hold their fire.</li> </ul>		
t	<ul style="list-style-type: none"> <li>● Platoon Leader transmits SITREP to Company Commander.</li> </ul>		

**2. ORIENTATION**

Explain that this movement technique is used when they expect to make contact with the enemy, but do not know exactly where the enemy is. This technique is used when they have been ordered to close with the enemy quickly. When time permits, the bounding element will dismount instead of riding (Drill 14).

13-8

**3. CAUTION**

Make sure all squad members know the standard safety requirements for:

- Using blank ammo.
- Riding cross country in the carrier.

**4. PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

**5. PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

**Training site contains:**

- Maneuver route wide enough for platoon.
- Route at least 1000 meters long.
- Natural terrain features suitable for overwatching the bounding elements by observation and fire.

13-9

OPFOR:

- Place at least one machinegunner in covered and concealed position on the route.
- Early in training, OPFOR are used primarily as observers.
- After basic movement skills are learned, order OPFOR to make contact with Bounding Element to trigger the platoon's reaction to contact.

Unit:

- Order carriers to covered/concealed positions.
- Dismount squads.
- Order Squad Leaders to adjust vehicle positions to fire forward and to establish security for platoon position.
- Brief Squad Leaders on routes, overwatch positions, assignments, and signals from a position overlooking the route.
- Release Squad Leaders to rejoin their squads, pass information to their squad members, and await orders.

MILES:

- Train without MILES until the unit can perform to Standard.
- Then use MILES and practice until the unit performs smoothly.

13-10

Walk-Thru

Before the Walk Thru:

- Demonstrate the Bounding Overwatch technique on a chalkboard or on the ground. NOTE: Overwatch Element Carriers move in wedge formation when the distance to the next position is more than 100 meters.
- Emphasize that "halted in overwatch" means being on covered positions and ready to fire on the enemy.
- Make sure that Squad Leaders know the signals you will be using to coordinate movements.

During the Walk-Thru:

Apply the Standards:

- ELEMENTS MAINTAIN NOISE/LIGHT DISCIPLINE.
- SQUAD LEADERS AVOID USING THE RADIO UNTIL CONTACT IS MADE.

Coach Leaders that they may need to use the radio in emergencies such as injury, getting lost, or breakdown.

13-11

- b **Execute the Standards:**
- PLATOON LEADER:**
- POINTS OUT NEXT POSITION AND ROUTE TO BE USED.
  - SIGNALS BOUNDING ELEMENT TO MOVE OUT.

- c **Apply the Standards:**
- BOUNDING ELEMENT:**
- BACKS OUT OF POSITION.
  - MOVES QUICKLY ALONG ASSIGNED ROUTE USING BEST AVAILABLE COVER/CONCEALMENT.
  - AVOIDS MAKING UNNECESSARY NOISE, EXHAUST SMOKE, AND DUST.

**NOTE:** You may wish to use the Platoon Sergeant to accompany the Bounding Element to be sure the Standards are trained/evaluated while you stay with the Overwatch Element.

13-12

- d **Apply the Standards:**
- BOUNDING ELEMENT MAINTAINS OWN SECURITY DURING BOUNDS:**
- ORIENTS MK-19 TO FRONT/FLANKS.
  - MAINTAINS 360-DEGREE OBSERVATION, INCLUDING AIR GUARD.
  - KEEPS SAWS AT THE READY.

- e **Apply the Standards:**
- AT THE END OF THE BOUND, SQUAD(S) DISMOUNTS FOLLOWING UNIT SOP.

- f **Apply the Standards:**
- AFTER DISMOUNT, CARRIER(S):**
- MOVE TO IMPROVE FIELDS OF OBSERVATION AND FIRE WHILE STAYING COVERED.
  - AVOIDS MAKING UNNECESSARY NOISE, EXHAUST SMOKE, AND AND DUST.

13-13

g Apply the Standards:

TEAM LEADERS ADJUST INDIVIDUAL POSITIONS AS NECESSARY, TO IMPROVE:

- COVER AND CONCEALMENT.
- OBSERVATION AND OVERLAPPING FIELDS OF FIRE.
- CONTACT WITH LEADER AND TEAM.
- INTERVALS (AVOID GETTING BUNCHED).

h Apply the Standards:

- ENTIRE SQUAD ACTIVELY SEARCHES FOR SIGNS OF THE ENEMY.
- WHEN NO SIGNS OF THE ENEMY ARE REPORTED, SQUAD LEADER SIGNALS THE OVERWATCH ELEMENT.

NOTE: Check later with the Platoon Sergeant to verify that the Bounding Element was set up before the Leader signaled.

13-14

i When you receive the signal, execute the Standard:

- PLATOON LEADER SIGNALS THE OVERWATCH ELEMENT TO REMOUNT.

j Apply the Standard:

- SQUADS IN OVERWATCH ELEMENT REMOUNT QUICKLY FOLLOWING UNIT SOP.

k Apply the Standards:

CARRIERS IN OVERWATCH ELEMENT:

- AVOID SKYLINING WHEN LEAVING POSITIONS.
- MOVE ALONG ASSIGNED ROUTE.
- USE AVAILABLE COVER AND CONCEALMENT.
- MAINTAIN DISPERSION APPROPRIATE TO TERRAIN AND VEGETATION.

NOTE: Carriers move in wedge formation if distance to next position is farther than 100 meters.

13-15

1

Apply the Standards:

**CARRIERS MAINTAIN OWN SECURITY;**

- ORIENT MK-19 TO FRONT/FLANKS.
- MAINTAIN 360-DEGREE OBSERVATION, INCLUDING AIR GUARD.
- KEEP SAWS AT THE READY.

NOTE: Don't forget that your own carrier must maintain security.

2

When Overwatch Element reaches the end of its bound, apply the Standards:

**CARRIERS IN OVERWATCH ELEMENT:**

- MOVE SMOOTHLY INTO DISPERSED COVERED AND CONCEALED POSITIONS.
- DISMOUNT THEIR SQUADS FOLLOWING UNIT SOP.

13-16

3

Apply the Standards:

**AFTER DISMOUNT, CARRIERS:**

- MOVE TO IMPROVE FIELDS OF OBSERVATION AND FIRE WHILE STAYING COVERED.
- AVOID MAKING UNNECESSARY NOISE, EXHAUST SMOKE, AND DUST.

4

Move as necessary from squad to squad to apply the Standards:

**TEAM LEADERS ADJUST INDIVIDUAL POSITIONS AS NECESSARY TO IMPROVE:**

- OBSERVATION AND FIELDS OF FIRE.
- COVER AND CONCEALMENT.
- CONTACT WITH LEADER AND TEAM.
- INTERVALS (AVOID GETTING BUNCHED).

13-17

**p** Apply the Standards:

- SQUAD LEADERS SIGNAL THE PLATOON LEADER WHEN THEIR SQUADS ARE SET.

REPEAT STEPS b THRU p UNTIL CONTACT IS MADE. THEN APPLY STANDARDS q THRU t.

**q** When OPFOR fires, apply the Standards:

**BOUNDING ELEMENT:**

- RETURNS FIRE AND MOVES DIRECTLY TO COVER.
- DISMOUNTS QUICKLY FOLLOWING UNIT SOP.
- CARRIER(S) IMPROVES FIELDS OF OBSERVATION AND FIRE WHILE STAYING COVERED.
- DISMOUNTED SOLDIERS AGGRESSIVELY RETURN FIRE ON ENEMY.

Coach Bounding Element to use smoke if wind conditions permit.

13-18

**r** Apply the Standards:

- BOUNDING ELEMENT LEADER CALLS SITREP TO PLATOON LEADER.

● Observe the Overwatch Element's reaction to fire and apply the Standards:

**OVERWATCH ELEMENT:**

- SQUADS WITH CLEAR FIELDS OF FIRE TO ENEMY IMMEDIATELY RETURN HIGH VOLUME OF FIRE.
- SQUADS WHOSE FIRE WOULD THREATEN BOUNDING ELEMENT HOLD THEIR FIRE.

Coach Overwatching Squad Leaders to improve firing positions without waiting for orders if possible.

Coach Driver to hold his position unless ordered to move or unless he has someone manning the Mk-19 to guide him.

NOTE: Leaders may choose to keep one soldier from the maneuver element to man the Mk-19 at all times.

13-19

**Execute the Standard:**

- **PLATOON LEADER TRANSMITS SITREP TO COMPANY COMMANDER.**

**After the Walk-Thru or Practice Run:**

- Assemble your unit (and the OPFOR, if used).
- Tell the unit when it's good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

**6. PRACTICE**

Conduct the Drill according to directions in the blocks above.

13-20

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- When the unit has mastered the basics of movement, permit the OPFOR to fire them up.
- Reduce coaching until the unit can perform to Standards without it.

**7. PERFORM**

Inform Co CDR/XO that the unit is ready for evaluation.

13-21

**PLATOON MOVES IN BOUNDING OVERWATCH (DISMOUNTED)  
REACTS TO CONTACT**

**1. TRAINING OBJECTIVES**

**TASK**

You will be learning how to move in Bounding Overwatch, Dismounted. When we get that down pat, we'll work on what to do if you are brought under fire.

**CONDITIONS**

Friendly: Platoon is moving as lead platoon in a company tactical movement.

Enemy: Contact is expected.

**STANDARDS**

		GO	NO GO
a	• Soldiers maintain noise/light discipline.		
	• Squad Leaders avoid using radio until contact is made.		

b	<b><u>Platoon Leader:</u></b>		
	● Assigns one squad to bound.		
	● Points out next position and route to be used.		
c	● Signals Bounding Element to move out.		
	● Overwatch Element maintains observation and readiness.		
	● Bounding Dismounted Squad takes advantage of available cover and concealment while moving along assigned route.		

14-2

d	<b><u>Bounding Squad Members:</u></b>		
	● Move in wedge formation (see Drill #1).		
	● Use available cover and concealment.		
	● Observe assigned sectors with weapons at the ready.		
e	● Maintain intervals of ____ meters except when low visibility forces them closer.		
	At the end of the bound, <u>Team Leaders</u> direct soldiers into positions that provide:		
	● Cover and concealment.		
	● Observation and overlapping fields of fire.		
	● Contact with Leader and Team.		
	● Good intervals (avoid getting bunched up).		

14-3

f	<ul style="list-style-type: none"> <li>● Entire Squad actively searches for signs of the enemy.</li> </ul>		
	<ul style="list-style-type: none"> <li>● When no signs of the enemy are reported, Squad Leaders signals the Overwatch Element.</li> </ul>		
g	<ul style="list-style-type: none"> <li>● Platoon Leader signals the Overwatch Element to remount.</li> </ul>		
h	<ul style="list-style-type: none"> <li>● Squads in Overwatch Element remount quickly and quietly following unit SOP.</li> </ul>		
i	<u>Carriers Move Out:</u> <ul style="list-style-type: none"> <li>● Avoid skylining while leaving positions.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Avoid making unnecessary noise, exhaust smoke, and dust.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Move along assigned route.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Use available cover and concealment.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Maintain dispersion appropriate to terrain and vegetation.</li> </ul>		

14-4

j	<u>Carriers maintain own security:</u> <ul style="list-style-type: none"> <li>● Orient Mk-19 to front/flanks.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Maintain 360-degree observation, including air guard.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Keep SAWs at the ready.</li> </ul>		
k	<u>At end of bound, carriers:</u> <ul style="list-style-type: none"> <li>● Move smoothly into dispersed covered and concealed positions.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Dismount their squads following unit SOP.</li> </ul>		
l	<u>Team Leaders adjust individual positions as necessary to improve:</u>		

14-5

	● Observation and fields of fire.		
	● Cover and concealment.		
	● Contact with Leader and Team.		
	● Good intervals (avoid getting bunched up).		
■	● Squad Leaders signal the Platoon Leader when their squads are set.		

REPEAT STEPS b THRU m UNTIL CONTACT IS MADE. THEN APPLY STANDARDS n THRU q.

14-6

n	<p><u>Soldiers in Bounding Element</u> respond to enemy fire:</p> <ul style="list-style-type: none"> <li>● Hit the dirt.</li> <li>● Aggressively return fire.</li> <li>● Hold in place until enemy is suppressed by fire from Overwatch Element.</li> </ul>		
o	<p><u>Overwatch Element:</u></p> <ul style="list-style-type: none"> <li>● Squads with clear fields of fire to enemy immediately return high volume of fire.</li> <li>● Squads whose fire would threaten Bounding Element hold their fire.</li> </ul>		
p	<ul style="list-style-type: none"> <li>● When the enemy is suppressed, Bounding Squad moves directly to covered/concealed positions and continues to return fire.</li> </ul>		

14-7

9	• Platoon Leader radios SITREP to Company Commander ASAP.		
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**2. ORIENTATION**

- Explain that this movement technique is used when they expect to make contact with the enemy but do not know exactly where the enemy is.
- The Bounding Element is dismounted, so they can move forward cautiously to root out the enemy, present the least visible target to the enemy, and stay within the protective fire of the overwatching element.

**3. CAUTION**

Make sure all squad members know the standard safety requirements for:

- Using blank ammo.
- Riding cross country in the carrier.

**4. PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

14-8

**5. PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

**Training site contains:**

- Maneuver route wide enough for platoon.
- Route at least 1000 meters long.
- Natural terrain features suitable for overwatching the bounding elements by observation and fire.

**OPFOR:**

- Place at least one machinegunner in a covered and concealed position on the route.
- Early in training, OPFOR are used primarily as observers.
- After basic movement skills are learned, signal OPFOR to make contact with Bounding Element to trigger the platoon's reaction to contact.

14-9

Unit:

- Direct carriers to covered/concealed positions.
- Dismount squads.
- Order Squad Leaders to adjust vehicle positions to fire forward and to establish security for platoon position.
- Brief Squad Leaders on routes, overwatch positions, assignments, signals from a position overlooking the route.
- Order Squad Leaders to coordinate their signals, pass information to their squad members, and await further orders.

MILES:

- Train without MILES until the unit can perform to Standard.
- Then use MILES and practice until the unit performs smoothly.

14-10

Walk-Thru

Before the Walk-Thru:

- Demonstrate the Bounding Overwatch technique on a chalkboard or on the ground.
  - (1) Limit dismounted bound to 300 meters. If bound has to be longer than 300 meters, it should be made mounted, as in Drill #13.
  - (2) Overwatch Element carriers move in wedge formation when the distance to the next position is more than 100 meters.
- Emphasize that "halted in overwatch" means being in covered positions and ready to fire on the enemy.
- Make sure that Squad Leaders know the signals you will be using to coordinate movements.

During the Walk-Thru:

Apply the Standards:

- SOLDIERS MAINTAIN NOISE/LIGHT DISCIPLINE.
- SQUAD LEADERS AVOID USING RADIO UNTIL CONTACT IS MADE.

14-11

b Execute the Standards:

**PLATOON LEADER:**

- ASSIGNS ONE SQUAD TO BOUND.
- POINTS OUT NEXT POSITION AND ROUTE TO BE USED.
- SIGNALS BOUNDING ELEMENT TO MOVE OUT.

c Apply the Standards:

- OVERWATCH ELEMENT MAINTAINS OBSERVATION AND READINESS.
- BOUNDING DISMOUNTED SQUAD TAKES ADVANTAGE OF AVAILABLE COVER AND CONCEALMENT WHILE MOVING ALONG ASSIGNED ROUTE.

NOTE: You may wish to use the Platoon Sergeant to accompany the Bounding Element to be sure the Standards are trained/evaluated while you stay with the Overwatch Element.

14-12

d Observe Bounding Squad from overwatch position (using binoculars if necessary) and apply the Standards:

**BOUNDING SQUAD MEMBERS:**

- MOVE IN WEDGE FORMATION (SEE DRILL #1).
- USE AVAILABLE COVER AND CONCEALMENT.
- OBSERVE ASSIGNED SECTORS WITH WEAPONS AT THE READY.
- MAINTAIN INTERVALS OF \_\_\_\_\_ METERS EXCEPT WHEN LOW VISIBILITY FORCES THEM CLOSER.

e At the end of bound, apply the Standards:

**TEAM LEADERS DIRECT SOLDIERS INTO POSITIONS THAT PROVIDE:**

- COVER AND CONCEALMENT.
- OBSERVATION AND OVERLAPPING FIELDS OF FIRE.

14-13

- CONTACT WITH LEADER AND TEAM.
- GOOD INTERVALS (AVOID GETTING BUNCHED).

f Apply the Standards:

- ENTIRE SQUAD ACTIVELY SEARCHES FOR SIGNS OF THE ENEMY.
- WHEN NO SIGNS OF THE ENEMY ARE REPORTED, SQUAD LEADER SIGNALS THE OVERWATCH ELEMENT.

g Execute the Standards:

- PLATOON LEADER SIGNALS THE OVERWATCH ELEMENT TO REMOUNT.

h Apply the Standards:

- SQUADS IN OVERWATCH ELEMENT REMOUNT QUICKLY AND QUIETLY FOLLOWING UNIT SOP.

14-14

i Order carriers to move out and apply the Standards:

CARRIERS:

- AVOID SKYLINING WHILE LEAVING POSITIONS.
- AVOID MAKING UNNECESSARY NOISE, EXHAUST SMOKE, AND DUST.
- MOVE ALONG ASSIGNED ROUTE.
- USE AVAILABLE COVER AND CONCEALMENT.
- MAINTAIN DISPERSION APPROPRIATE TO TERRAIN AND VEGETATION.

j Observe how well carriers maintain their own security on the move and apply the Standards:

CARRIERS:

- ORIENT M1-19 TO FRONT/FLANKS.
- MAINTAIN 360-DEGREE OBSERVATION, INCLUDING AIR GUARD.
- KEEP SAWS AT THE READY.

k At the end of bound, apply the Standards:

14-15

**CARRIERS:**

- MOVE SMOOTHLY INTO DISPERSED COVERED AND CONCEALED POSITIONS.
- DISMOUNT THEIR SQUADS FOLLOWING UNIT SOP.

**Apply the Standards:**

TEAM LEADERS ADJUST INDIVIDUAL POSITIONS AS NECESSARY TO IMPROVE:

- OBSERVATION AND FIELDS OF FIRE.
- COVER AND CONCEALMENT.
- CONTACT WITH LEADER AND TEAM.
- INTERVALS (AVOID GETTING BUNCHED).

**Apply the Standards:**

- SQUAD LEADERS SIGNAL THE PLATOON LEADER WHEN THEIR SQUADS ARE SET.

REPEAT STEPS b THRU m UNTIL CONTACT IS MADE. THEN APPLY STANDARDS n THRU q.

14-16

**When OPFOR fires, apply the Standards:**

**SOLDIERS IN BOUNDING ELEMENT:**

- HIT THE DIRT.
- AGGRESSIVELY RETURN FIRE.
- HOLD IN PLACE UNTIL ENEMY IS SUPPRESSED BY FIRE FROM OVERWATCH ELEMENT.

**Observe the Overwatch Element and apply the Standards:**

**OVERWATCH ELEMENT:**

- SQUADS WITH CLEAR FIELDS OF FIRE TO ENEMY IMMEDIATELY RETURN FIRE.
- SQUADS WHOSE FIRE WOULD THREATEN BOUNDING ELEMENT HOLD THEIR FIRE.

**Apply the Standard:**

- WHEN THE ENEMY IS SUPPRESSED, BOUNDING SQUAD MOVES DIRECTLY TO COVERED/CONCEALED POSITIONS AND CONTINUES TO RETURN FIRE.

14-17

Coach Bounding Squad Leader to use smoke if wind conditions permit.

NOTE: You may want to deliver smoke from the overwatch position (by M203 or by calling in IDF).

9 Execute the Standard:

- PLATOON LEADER RADIOS SITREP TO COMPANY COMMANDER ASAP.

After the Walk-Thru/Practice Run:

- Assemble your unit and OFFOR.
- Tell the unit when it's good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

14-18

6. **PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- When the unit has mastered the basics of movement, permit the OFFOR to fire them up.
- Reduce coaching until the unit can perform to Standards without it.

7. **PERFORM**

Inform Co CDR/XO that the unit is ready for evaluation.

14-19

**PLATOON PREPARES FOR ON-LINE ASSAULT**

**1. TRAINING OBJECTIVE**

**Task**

You will be learning how the platoon prepares for an on-line assault of an enemy position.

**Conditions**

Friendly. Your platoon has been ordered to assault an enemy objective. Lead elements of the company have made contact.

Enemy. The objective is a prepared OPFOR infantry squad position to the immediate front.

**Standards**

NO  
GO GO

• Soldiers maintain noise/light discipline.		
• Platoon maintains radio silence until platoon receives fire or they are set to open fire.		

b	<ul style="list-style-type: none"> <li>● On order, platoon moves without delay.</li> </ul>		
c	<p>During the movement, <u>platoon</u>:</p> <ul style="list-style-type: none"> <li>● Maintains security.</li> <li>● Uses available cover and concealment.</li> <li>● Maintains dispersion (doesn't bunch up).</li> <li>● Maintains unit integrity (doesn't get split up).</li> <li>● Moves fast.</li> </ul>		
d	<ul style="list-style-type: none"> <li>● Carriers reach dismount location at about the same time.</li> </ul>		

15-2

e	<p>At dismount location, <u>carriers</u>:</p> <ul style="list-style-type: none"> <li>● Maintain dispersion.</li> <li>● Move to individual dismount points and dismount squads following unit SOP.</li> <li>● Cover Maneuver Teams as they dismount.</li> </ul>		
f	<ul style="list-style-type: none"> <li>● At the direction of the Platoon Sergeant, carriers move immediately to firing positions.</li> </ul>		
g	<p><u>Platoon Sergeant</u>:</p> <ul style="list-style-type: none"> <li>● Checks/adjusts individual and carrier positions.</li> <li>● Takes up his own individual fighting position.</li> <li>● Reports when Base-of-Fire Elements are in position.</li> </ul>		

15-3

h	<ul style="list-style-type: none"> <li>● Platoon Leader calls for supporting fires, including indirect fire (IDF), if available.</li> </ul>		
i	<ul style="list-style-type: none"> <li>● Platoon Sergeant observes to adjust IDF and control Mk-19 fires.</li> </ul>		
j	<u>Platoon Leader:</u> <ul style="list-style-type: none"> <li>● Assigns Dismounted Squads to positions on Final Coordination Line (FCL).</li> </ul>		
	<ul style="list-style-type: none"> <li>● Directs movement of squads to FCL.</li> </ul>		
k	<u>Squad Leaders direct Dismounted Squads to:</u> <ul style="list-style-type: none"> <li>● Move away from dismount points to positions on FCL.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Use best available covered and concealed route.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Move into positions from the rear (avoid lateral movement) on FCL.</li> </ul>		

15-4

1	<u>Individual Soldiers:</u> <ul style="list-style-type: none"> <li>● Keep their weapons at the ready.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Maintain intervals (don't bunch up).</li> </ul>		

2. **ORIENTATION**

Explain that this is the hardest, most dangerous task except for getting ambushed. Close attention to their buddies' and leaders' moves and signals are critical for survival. Point out that one of the biggest dangers is allowing the assault line to become raggedy because when that happens, assault team members will end up shooting each other. Stress that noise and light discipline as well as use of cover/concealment are critical for moving to the Final Coordination Line without being detected.

3. **CAUTION**

Make sure all squad members know the standard safety requirements for:

- Using blank ammo.
- Riding cross country in the carrier.

15-5

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Prepared OPFOR squad position.
- Maneuver area large enough for platoon.
- Covered route to Final Coordination Line (FLC).
- Covered/concealed positions with good observation and fields of fire for carriers.

15-6

OPFOR:

- Place at least one machinegunner in squad position.
- Instruct OPFOR to observe and provide feedback, but not to open fire until signaled.

Unit:

- Assemble squad leaders in covered/concealed position in sight of enemy position.
- Point out the enemy position, FLC, route to the dismount point, and Base-of-Fire positions for the carriers and attached weapons.
- Deliver FRAGO to platoon
- Order Squad Leaders back to pass orders to their squads and wait for order to move.

MILES. Not needed for this Drill, but may be used after the unit has learned to perform to Standard. (See Drill #17).

**Walk-Thru**

15-7

Before the Walk-Thru:

Check to make sure each soldier has:

- Tied down/tightened any loose equipment.
- Covered up shiny surfaces/edges.
- Used his camouflage stick.
- Filled his canteen.

During the Walk-Thru:

a Apply the Standards:

- SOLDIERS MAINTAIN NOISE/LIGHT DISCIPLINE.
- PLATOON MAINTAINS RADIO SILENCE UNTIL PLATOON RECEIVES FIRE OR THEY ARE SET TO OPEN FIRE.

b Apply the Standard:

- ON ORDER, PLATOON MOVES WITHOUT DELAY.

15-8

c Apply the Standards:

DURING MOVEMENT, PLATOON:

- MAINTAINS SECURITY.
- USES AVAILABLE COVER AND CONCEALMENT.
- MAINTAINS DISPERSION (DOESN'T BUNCH UP).
- MAINTAINS UNIT INTEGRITY (DOESN'T GET SPLIT UP).
- MOVES FAST.

d Apply the Standard:

- CARRIERS REACH DISMOUNT LOCATION AT ABOUT THE SAME TIME.

e At dismount location, apply the Standards:

CARRIERS:

- MAINTAIN DISPERSION.
- MOVE TO INDIVIDUAL DISMOUNT POINTS AND DISMOUNT SQUADS FOLLOWING UNIT SOP.
- COVER MANEUVER TEAMS AS THEY DISMOUNT.

15-9

f Apply the Standard:

- AT THE DIRECTION OF THE PLATOON SERGEANT, CARRIERS MOVE IMMEDIATELY TO FIRING POSITIONS.

g Apply the Standards:

PLATOON SERGEANT:

- CHECKS/ADJUSTS INDIVIDUAL AND CARRIER POSITIONS.
- TAKES UP HIS OWN INDIVIDUAL FIGHTING POSITION.
- REPORTS WHEN BASE-OF-FIRE ELEMENTS ARE IN POSITION.

h Execute the Standard:

- PLATOON LEADER CALLS FOR SUPPORTING FIRES, INCLUDING INDIRECT FIRE (IDF), IF AVAILABLE.

i Apply the Standard:

- PLATOON SERGEANT OBSERVES TO ADJUST IDF AND CONTROL MK-19 FIRES.

15-10

j Execute the Standards:

PLATOON LEADER:

- ASSIGNS DISMOUNTED SQUADS TO POSITIONS ON FINAL COORDINATION LINE (FCL).
- DIRECTS MOVEMENT OF SQUADS TO FCL.

k Apply the Standards:

SQUAD LEADERS DIRECT DISMOUNTED SQUADS TO:

- MOVE AWAY FROM DISMOUNT POINTS TO POSITIONS ON FCL.
- USE BEST AVAILABLE COVERED AND CONCEALED ROUTE.
- MOVE INTO POSITIONS FROM THE REAR (AVOID LATERAL MOVEMENT) ON FCL.

l Apply the Standards:

INDIVIDUAL SOLDIERS:

- KEEP THEIR WEAPONS AT THE READY.
- MAINTAIN INTERVALS (DON'T BUNCH UP).

15-11

After the Walk-Thru/Practice Run:

- Assemble your unit and OPFOR.
- Tell the unit when its good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

6. **PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- Reduce coaching until the unit can perform to Standards without it.
- When the unit has mastered the basics, have the OPFOR return fire.

7. **PERFORM**

Inform Co CDR/XO that the unit is ready for evaluation.

15-12

**PLATOON REACTS TO AERIAL OR ATGM ATTACK**

1. **TRAINING OBJECTIVE**

**Task**

You will be learning how to respond to either an attack by enemy aircraft/chopper or a shot from an Anti-Tank Guided Missile (ATGM) while you are in platoon formation. The principles you will be learning here are the same in both cases.

**Conditions**

Friendly. Platoon is at the lead in a company cross-country tactical movement.

Enemy. Mounted/dismounted patrols have been observed in the Area of Operations; enemy controls the airspace.

**Standards**

NO  
CO CO

16-1

a	After attack alert is given, <u>carriers</u> : • Immediately head for cover.		
	• Zig-zag on route.		
b	After reaching covered position, <u>Squads</u> : • Dismount following unit SOP.		
	• Aggressively return fire.		
c	• Carriers adjust positions as necessary to improve cover/concealment.		
d	• Squads maintain all-around security and report any visible enemy activity.		
e	• Squad Leaders in contact report any new information guided by elements of SALUTE.		

16-2

f	• Platoon Leader calls SITREP to Company Commander ASAP		
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2. **ORIENTATION**

Explain the need to be alert for attack from the air or by ATCM. Point out that any soldier spotting the attack should sound-off quickly. The carriers will need to react quickly with evasive movements, head for cover, and avoid bunching up.

3. **CAUTION**

Make sure all squad members know the standard safety requirements for:

- Using blank ammo.
- Riding cross country in the carrier.

Caution Drivers to be especially alert for other vehicles as they move to evade the aircraft or ATCM.

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

## 5. PRESENTATION

### Demonstration

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

### Set-Up Directions

#### Training site contains:

- Enough room for the platoon to travel and maneuver when under attack.
- Covered positions suitable for carriers.

OPFOR. None. Trainer will indicate attack by signal/radio.

#### Unit:

- Platoon leader delivers FRAGO to Squad Leaders from position overlooking route.
- Squad Leaders pass information to their squad members and wait for the order to move out.

MILES. Not used.

16-4

### Walk-Thru

#### Before the Walk Thru:

Check to make sure each soldier has:

- Tied down/tightened any loose equipment.
- Covered up shiny surfaces/edges.
- Used his camouflage stick.
- Filled his canteen.

#### During the Walk-Thru:

Order the platoon to move out in formation. Simulate attack by signal or radio transmission and apply the Standards:

**AFTER ATTACK ALERT IS GIVEN, CARRIERS:**

- IMMEDIATELY HEAD FOR COVER.
- ZIG-ZAG ON ROUTE.

Coach Drivers to be especially careful in close quarters.

16-5

b When carriers reach cover, apply the Standards:

SQUADS:

- DISMOUNT FOLLOWING UNIT SOP.
- AGGRESSIVELY RETURN FIRE.

c Apply the Standard:

- CARRIERS ADJUST POSITIONS AS NECESSARY TO IMPROVE COVER/CONCEALMENT.

16-6

d Apply the Standard:

- SQUADS MAINTAIN ALL-AROUND SECURITY AND REPORT ANY VISIBLE ENEMY ACTIVITY.

e Apply the Standard:

- SQUAD LEADERS IN CONTACT REPORT ANY NEW INFORMATION GUIDED BY ELEMENTS OF SALUTE.

Coach Leaders to report a change in any of the elements of SALUTE (Size, Activity, Location, Unit, Equipment).

f Execute the Standard:

- PLATOON LEADER CALLS SITREP TO COMPANY COMMANDER ASAP.

16-7

After the Walk-Thru/Practice Run:

- Assemble your unit.
- Tell the unit when its good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

6. **PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- Reduce coaching until the unit can perform to Standards without it.
- When the unit has mastered the basics, include this Drill in other movement drills.

7. **PERFORM**

Inform Co CDR/XO that the unit is ready for evaluation.

16-8

**PLATOON CONDUCTS ON-LINE ASSAULT**

1. **TRAINING OBJECTIVE**

**Task**

You will be learning how to assault on-line as a platoon, using the organic and attached support available.

**Conditions**

Friendly. Your platoon has been ordered to assault an enemy objective. You have moved to the FCL under the cover of adjacent platoon fires.

Enemy. The objective is a prepared OPFOR infantry squad position to the immediate front.

**Standards**

NO  
GO GO

a	• Platoon Leader signals support element(s) to lift/shift fire when Assault Element is set.		
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b	<ul style="list-style-type: none"> <li>● Support Element(s) shifts fire away from Assault Element.</li> </ul>		
c	<ul style="list-style-type: none"> <li>● Platoon Leader orders Assault Element to open fire and to move out.</li> </ul>		
d	<u>Soldiers in Assault Element:</u> <ul style="list-style-type: none"> <li>● Open fire at a high rate.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Move out together in crouched walking position.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Stay on line with base squad.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Maintain high rate of fire.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Sweep through/over enemy position.</li> </ul>		
e	<ul style="list-style-type: none"> <li>● Leaders halt their men in dispersed, covered and concealed positions at the limit of advance (LOA).</li> </ul>		

17-2

f	<u>Platoon Leader:</u> <ul style="list-style-type: none"> <li>● Assigns squads sectors that provide 360-degree security at limit of advance(LOA).</li> </ul>		
	<ul style="list-style-type: none"> <li>● Sends SITREP to Company Commander.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Orders organic Support Element to join the Assault Element.</li> </ul>		
g	<u>Squad Leaders:</u> <ul style="list-style-type: none"> <li>● Position individual soldiers in assigned sectors.</li> </ul>		
	<ul style="list-style-type: none"> <li>● Check positions for: <ul style="list-style-type: none"> <li>- Observation and overlapping fields of fire.</li> </ul> </li> </ul>		
	<ul style="list-style-type: none"> <li>- Cover and concealment.</li> </ul>		
	<ul style="list-style-type: none"> <li>- Contact with Leader and Team.</li> </ul>		

17-3

h	● Squad Leaders report casualties (WIA/KIA) to Platoon Leader after positions are set.		
i	● Platoon Leader transmits SITREP to Company Commander.		

2. **ORIENTATION**

Remind platoon of the danger of executing this task poorly. Stress that the assault line must be maintained even though individual soldiers are firing and moving in a quick, crouched walk. Warn the Base-of-Fire Element to be alert for platoon members, as well as the signal to shift fires.

3. **CAUTION**

Make sure all squad members know the standard safety requirements for using blank ammo.

4. **PRETEST**

When you're sure the unit can pass a test without refresher training, conduct a Pretest using the Standards.

17-4

5. **PRESENTATION**

**Demonstration**

- When you can arrange it, have your unit observe a trained unit performing the task.
- Use the Standards as a guide to explain what the trained unit is doing.

**Set-Up Directions**

Training site contains:

- Prepared OPFOR squad position.
- Maneuver area large enough for Platoon.
- Covered route to Final Coordination Line (FCL).
- Covered/concealed positions with good observation and fields of fire for carriers.

OPFOR:

- Place at least one machinegunner in covered/concealed position.
- Instruct OPFOR not to open fire until signaled.
- After being signaled, OPFOR opens fire at approaching platoon, and continues to fire at exposed targets.
- OPFOR ceases fire when signaled.

17-5

- Instruct OPFOR to remain in place when overrun.

Unit. Place unit in positions to be occupied at the end of Drill #15.

MILES:

- Train without MILES until the unit can perform to Standard.
- Then, use MILES to practice until the unit performs smoothly.

Walk-Thru

Before the Walk-Thru:

Check to make sure each soldier has:

- Tied down/tightened any loose equipment.
- Covered up shiny surfaces/edges.
- Used his camouflage stick.
- Filled his canteen.

17-6

During the Walk-Thru:

- a Order support elements to open fire on objective. Then execute the Standard:

- PLATOON LEADER SIGNALS SUPPORT ELEMENT(S) TO LIFT/SHIFT FIRE WHEN ASSAULT ELEMENT IS SET.

NOTE: In combat, platoon would also signal artillery to lift fire.

- b Apply the Standard:

- SUPPORT ELEMENT(S) SHIFTS FIRE AWAY FROM ASSAULT ELEMENT.

NOTE: You may have to use more than one kind of signal (e.g., smoke/pyrotechnics) to make sure the support elements get the word.

Coach individual soldiers in Support Element to:

- Watch for soldiers in the Assault Element in their sector of fire even before they get the signal to shift fires.

17-7

- Sound off if they see that happening.

c Apply the Standard:

- PLATOON LEADER ORDERS ASSAULT ELEMENT TO OPEN FIRE AND MOVE OUT.

d As Assault Element advances, apply the Standards.

SOLDIERS IN ASSAULT ELEMENT:

- OPEN FIRE AT A HIGH RATE.
- MOVE OUT TOGETHER IN CROUCHED WALKING POSITION.
- STAY ON LINE WITH BASE SQUAD.
- MAINTAIN HIGH RATE OF FIRE.
- SWEEP THROUGH/OVER ENEMY POSITION.

NOTE: Be careful to keep units and individual soldiers in a line to avoid self-inflicted casualties.

17-8

e Apply the Standard:

- LEADERS HALT THEIR MEN IN DISPERSED, COVERED AND CONCEALED POSITIONS AT THE LIMIT OF ADVANCE (LOA).

f Execute the Standards:

PLATOON LEADER:

- ASSIGNS SQUADS SECTORS THAT PROVIDE 360-DEGREE SECURITY AT LOA.
- SENDS SITREP TO COMPANY COMMANDER.
- ORDERS ORGANIC SUPPORT ELEMENT TO JOIN THE ASSAULT ELEMENT.

g Apply the Standards:

SQUAD LEADERS:

- POSITION INDIVIDUAL SOLDIERS IN ASSIGNED SECTORS.
- CHECK POSITIONS FOR:
  - OBSERVATION AND OVERLAPPING FIELDS OF FIRE.

17-9

- COVER AND CONCEALMENT.
- CONTACT WITH LEADER AND TEAM.

h Apply the Standard:

- SQUAD LEADERS REPORT CASUALTIES (WIA/KIA) TO PLATOON LEADER AFTER POSITIONS ARE SET.

i Execute the Standards:

- PLATOON LEADER TRANSMITS SITREP TO COMPANY COMMANDER.

After the Walk-Thru/Practice Run:

- Assemble your unit and OPFOR.
- Tell the unit when it's good enough to be evaluated for record.
- When more practice is needed, tell them what you're going to emphasize in the next Practice Run.

17-10

**6. PRACTICE**

Conduct the Drill according to directions in the blocks above.

Introduce the following variations as you repeat the Drill:

- Select different terrain.
- When the unit has mastered the basics, permit the OPFOR to return fire.
- Reduce coaching until the unit can perform to Standards without it.

**7. PERFORM**

Inform Co CDR/XO that the unit is ready for evaluation.

17-11