



Scout Squad Definition Workshop Outbrief



Predecisional- Draft Purpose



Twofold:

- ❑ Evaluate Scout Squad Organization COAs and Recommend the Definition for a “6 x 36” Scout Squad:
 - Doctrine: Supports the development and refinement of TTP
 - Organization: Provides the foundation for standardizing equipment for Dismounted Scouts in TOEs / MTOEs
 - Training & Leader Development: Standardization improves effectiveness of training & education
- ❑ Establish the primary elements of a concept for the employment of 19D Scout Snipers
 - Identify what a Scout Platoon or its parent HQ requires of Scout Snipers.
 - Support Doctrine Development
 - Assist with TOE / MTOE updates



Predecisional- Draft COA Comparison



COA Impact on Doctrine & Training:

- Mounted Recon & Security Missions?
- Dismounted Recon & Security Missions?
- Operating Amongst the Civilian Population?
- Simplicity of Platoon & Section Operations?
- Training Mounted Tasks
- Training Dismounted Tasks
- Weapons & Gunnery Skills?
- Other Criteria?

COA Impact on Organization & Materiel:

- Reflect the most frequently expected squad level organization used?
- Enable rapid re-task organization of the Platoon?
- Simplicity of documenting and reviewing TOEs / MTOEs for standardization?
- Maintenance / Accountability of Vehicle Components, Weapons & Other Section Equipment? (Ownership)
- Other Criteria?

COA Impact on Leader & Personnel:

- Organizational Complexities for Leaders?
- Likelihood Promotion Boards will View Duty Positions Favorably?
- Identifying opportunities for equipping scouts and establishing ASIs to support required competencies?
- Others?



COA 1 Scout Platoon with 3 Mounted Squads & 3 Dismounted Squads



Target TOE / MTOE

01	02	04	06	05	03
PL	SSG/SL	PSG	SGT/TL	SSG/SL	SGT/TL
DVR	DVR	DVR	DVR	DVR	DVR
GNR	GNR	GNR	GNR	GNR	GNR
SGT/TL	SGT/TL	SGT/TL	SSG/SL	SGT/TL	SSG/SL
SCT	SCT	SCT	SCTS	SCT	SCT
SCT	SCT	SCT	SCT	SCT	SCT

- 6 Sct Vehicles (BFV, Stryker or JLTV Lt Recon Vehicle)
- 36 Personnel

- + Expertise (NCO) for MTD and Dsmtd Operations
- + Simple Focus of training for Squad (Mtd or Dsmtd)
- + Opportunity to document standard dismounted equipment
- SSG career path both Mtd & Dsmtd Sqd Ldr may not occur for all – promotion risk for quality leaders
- Creates a two cultures: mtd and dsmttd recon
- Dsmtd SL compelled to occupy Mtd TL's Hatch for SA; not necessarily qualified
- When PL dismounts, SGT/ TL not necessarily qualified
- Does NOT recognize organizational importance of section

Note: in OP operations >24 hrs squads blend to perform dsmttd duties/ cross train



COA 2

Scout Platoon with Six Vehicle Based Squads

Target TOE / MTOE

01	02	04	06	05	03
PL	SSG/SL	PSG	SSG/SL	SSG/SL	SSG/SL
DVR	DVR	DVR	DVR	DVR	DVR
GNR	GNR	GNR	GNR	GNR	GNR
SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL
SCT	SCT	SCT	SCT	SCT	SCT
SCT	SCT	SCT	SCT	SCT	SCT

- + SL has ownership of all Mtd and Dsmtd functions associated with the scout vehicle and squad
- + Distributes SSGs across zone, sector, or area
- + Easy to task organize
- Does Not recognize organizational importance of section
- Each Squad is organized differently; 6 x 36 is built by sections not squads
- Does NOT reflect how Scout PLT will be employed

Note: Creating dsmttd patrol from dismounting 19Ds from two squads did not create training challenge or execution risk.

- 6 Sct Vehicles (BFV, Stryker or JLTV Lt Recon Vehicle)
- 36 Personnel



Scout Platoon with Three Scout Sections Scout Squads can be Task Organized

HQ SEC		A SEC		B SEC	
01	04	02	03	05	06
PL	PSG	SSG/SL	SSG/SL	SSG/SL	SSG/SL
DVR	DVR	DVR	DVR	DVR	DVR
GNR	GNR	GNR	GNR	GNR	GNR
SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL
SCT	SCT	SCT	SCT	SCT	SCT
SCT	SCT	SCT	SCT	SCT	SCT

- + Easy to re task organize into two sections
PL to A SEC, PSG to B SEC
- + Design provides for centralizing limited assets (SUAS, other sensors) in HQ SEC
- TOE does not reflect the most frequent operation: 3 sections with PL and PSG in different Sections (remedied by task org)
- Large TOE para do not aid in cross BCT standardization and linking of equipment to dismounting scouts
- Implies Scout Squad definition

Note: While PL & PSG in same TOE para/section they normally operate in different sections. TOE reflects an administrative grouping historically used in past TOEs

- 6 Sct Vehicles (BFV, Stryker or JLTV Lt Recon Vehicle)
- 36 Personnel



Scout Platoon with Three Scout Sections Scout Squads can be Task Organized

A SEC

B SEC

C SEC

A SEC		B SEC		C SEC	
02	03	01	05	04	06
SSG/SL	SSG/SL	PL	SSG/SL	PSG	SSG/SL
DVR	DVR	DVR	DVR	DVR	DVR
GNR	GNR	GNR	GNR	GNR	GNR
SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL
SCT	SCT	SCT	SCT	SCT	SCT
SCT	SCT	SCT	SCT	SCT	SCT

- + Easy to task organize into two sections B SEC splits with six scouts and vehicle to A SEC and same to C SEC
- + TOE reflects most frequent organization- 3 Sections with leaders evenly distributed
- + Implies Scout Squad definition
- + SSG/SL present in section when PL or PSG dismounts/departs

- Large TOE para do not aid in cross BCT standardization and linking of equipment to dismounting scouts

- 6 Sct Vehicles (BFV, Stryker or JLTV Lt Recon Vehicle)
- 36 Personnel



COA 4A

Six squads across three sections (HQ, A , & B)



HQ SEC

A SEC

B SEC

HQ SEC		A SEC		B SEC	
01	04	02	03	05	06
PL	PSG	SSG/ SL	SSG/ SL	SSG/ SL	SSG/ SL
DVR	DVR	DVR	DVR	DVR	DVR
GNR	GNR	GNR	GNR	GNR	GNR
SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL
SCT	SCT	SCT	SCT	SCT	SCT
SCT	SCT	SCT	SCT	SCT	SCT

- + COA 2 ownership
- + Distributes leaders/ SSGs
- + Easy to task organize
- + Recognizes organizational importance of section and squad
- + Design provides centralizing limited assets (SUAS, other sensors) in HQ SEC
- Four SSG/ SL (COA 2)
- Doesn't reflect most likely employment
TTP

Note: Creating Dsmtd patrol from dismounting 19Ds from two squads did not create training challenge or execution risk.

- 6 Scout Squads in 3 Scout Sections (HQ, A & B)
- 36 Personnel



Six squads across three sections (A, B, &C)

A SEC

B SEC

C SEC

A SEC		B SEC		C SEC	
02	03	01	05	04	06
SSG/ SL	SSG/ SL	PL	SSG/ SL	PSG	SSG/ SL
DVR	DVR	DVR	DVR	DVR	DVR
GNR	GNR	GNR	GNR	GNR	GNR
SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL	SGT/TL
SCT	SCT	SCT	SCT	SCT	SCT
SCT	SCT	SCT	SCT	SCT	SCT

- + COA 2 ownership
- + Distributes leaders/ SSGs
- + East to re task organize
- + Recognizes organizational importance of section and squad
- + TOE reflects the most likely method of operating in three sections as well as defining a squad
- Four SSG/ SL (COA 2)

- 6 Scout Squads in 3 Scout Sections (HQ, A & B)
- 36 Personnel

Note: Creating Dsmtd patrol from dismounting 19Ds from two squads did not create training challenge or execution risk.



Predecisional- Draft COA Comparison



	COA 1 3 mtd/ 3 dsmt	COA 2 6 SCT SQDS	COA 3A SEC HQ, A, B	COA 3B SEC A+B+C	COA 4A SQDS/ SEC HQ, A, B	COA 4B SQD/ SEC A+B+C
Expertise Mtd or Dsmtd OPs	+					
Training Focus	+					
Supports standardizing equipment	+	*	*	*	*	*
Easy to re task org	+	+	+	+	+	+
SSG Career Path (Simple/ Achievable)	-					
Leaders see when mounted/ LDRs Qualified on Veh	-					
Defines Scout SQD	+	+	-	-	+	+
Org Defines Scout SEC	-	-	+	+	+	+
Org unity effort/ ownership of scout vehicle		+			+	+
Leader distribution primarily SSG	+	+			+	
SSG per SQD (4 of 6)	+	+	+	+	+	+
Supports consolidation of Limited equipment/parts (SUAS, Sensors)	*	*	+	*	*	*
Reflects most frequent TTP – 3 Sections	+	+	-	+	-	+
Promoting standardization (smaller TOE paras)	+/*	*	-/*	-/*	+/*	*
Note: Creating dsmtd patrol from dismounting 19Ds from two squads did not create training challenge or execution risk.		note			note	note



Predecisional- Draft Observations



COA 1 (3 mounted and 3 dismounted squads)

- Career path, no scout section definition, and SL riding in back
- Creates mtd and dsmt culture vs a total R&S culture

COA 2 (6 Scout Squads)

- No scout section definition, ownership, and okay with 3 man dismount teams vs 6 man dismount squads

COA 3A (Scout sections, HQ, A, and B)

- Defines scout section, does not define scout squad
- Does not reflect most likely 3 section TTP

COA 3B (Scout sections, A, B, and C)

- Defines scout section, does not define scout squad
- Reflects most likely 3 section TTP

COA 4A (Scout Squads and Sections, HQ, A, and B)

- Does not reflect most likely 3 section TTP

✓ COA 4B (Scout Squads and Sections, A, B, and C)

- Reflect most likely 3 section TTP



Participants



Name	Organization
1LT Garzon, Oscar	1-16 CAV
MSG Chavers, James	OCOA
MSG Kelly, Curlee	TCM Recon
SSG Sargeant, Joseph	3-16 CAV ARC
SSG Barber Mathieu	NCOA
SFC Horias, Robert	TCM Recon
Mr. Pete Rose	TCM Recon
Mr. Mike Dunn	TCM Recon
Mr. Wayne Cason	TCM Recon