2nd Squadron 1st U.S. Cavalry Regiment

TACSOP

Blackhawk Standing Orders

1. **March to the sound of the guns.** Don't wait for the fight to come to you. Be aggressive- it's a mindset. You are a cavalryman and will attack first with the most risk.
2. **Seize the initiative and be decisive.** Look for the position of advantage. Make things happen. Don't wait for things to happen to you. Do not leave reconnaissance assets in reserve. Be a Soldier that prevents problems before they occur.
3. **Take smart risks and use good judgment.** Leverage your experience to seize opportunities with high pay-off outcomes. Don't take unnecessary risks. Know when to cut your losses.
4. **Understand the commander's intent.** If you don't understand the intent, seek clarification and further guidance. A clear and understood intent enables initiative and mission command.
5. **Lead and play your position.** In any group, someone is in charge. When in charge, take charge. Know when to follow. Conduct PCCs and PCIs to standard. Keep your higher headquarters informed.
6. **Training the Big Five.** In order to fight and win in combat, our training objectives should always center on:
    1. Physical Fitness
    2. Marksmanship
    3. Small Unit Drills
    4. Medical Proficiency
    5. Maintenance
7. **Keep your Soldiers informed. And don't waste their time.** Your Soldiers perform better when they know what's going on and why. Timelines and priorities of work drive action. When planning, refer to the 2-1 CAV Planning Big 8 in the TACSOP (Ops 1).
8. **Treat people with dignity and respect.** Our teammates deserve this. There is no room for maltreatment , hazing, or prejudice in our formations.
9. **Tell the Truth. Always.** Integrity in all actions and reports is non-negotiable. Report bad news quickly.
10. **You are on the Varsity Team- a 2-1 US Cavalryman. Live up to that. And always act like you've been here before.**

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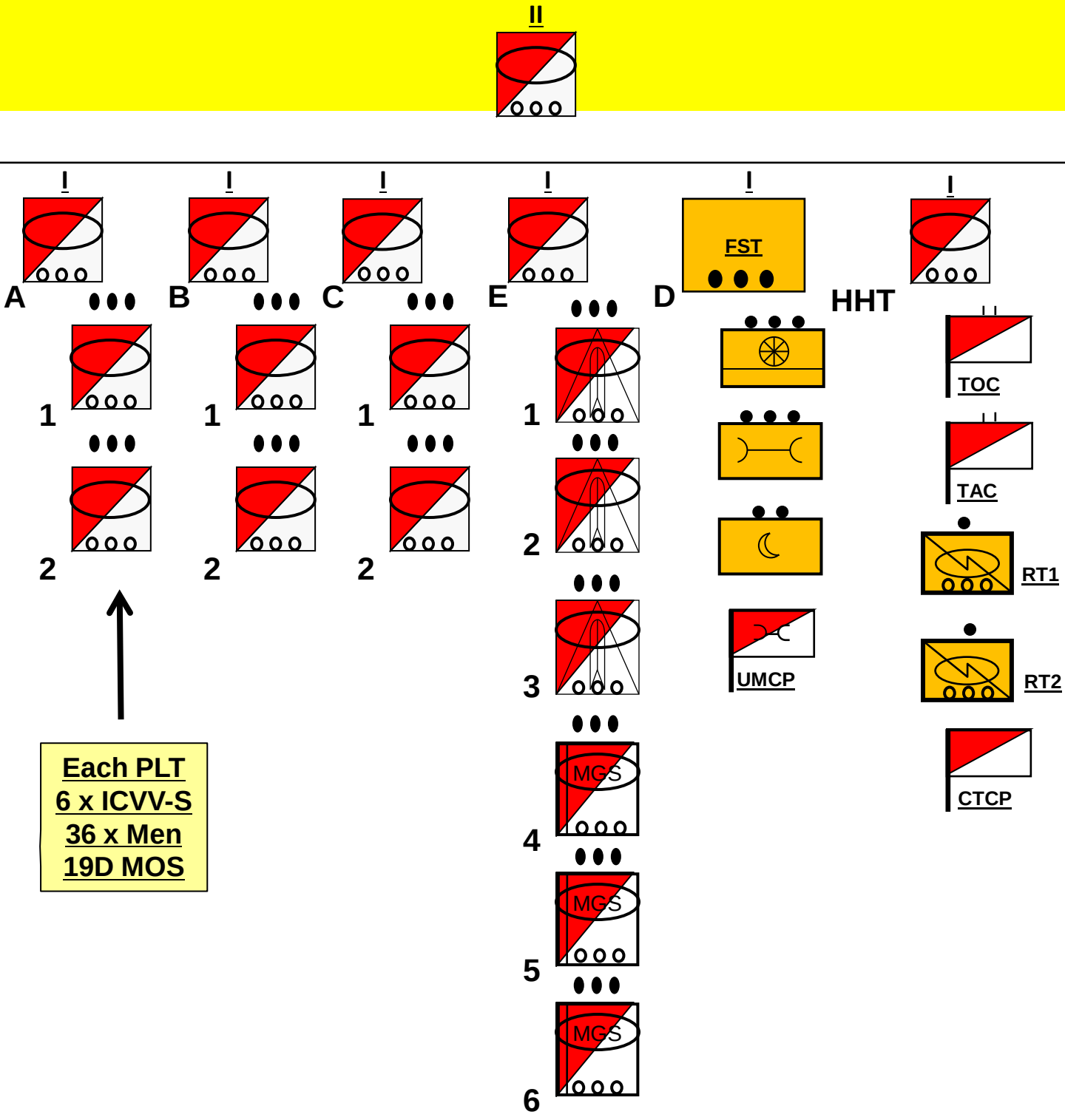
2-1 CAV Squadron Organization



Each PLT
6 x ICVV-S
36 x Men
19D MOS

Reconnaissance Overview

Fundamentals of Recon

1. Ensure continuous reconnaissance.
2. Do not keep reconnaissance assets in reserve.
3. Orient on the reconnaissance objective.
4. Report all information rapidly and accurately.
5. Retain freedom of maneuver.
6. Gain and maintain enemy contact with the smallest element possible.
7. Develop the situation rapidly.

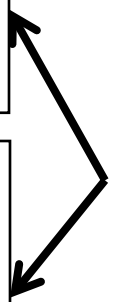
Types of Reconnaissance

1. Zone
2. Area
3. Route

Reconnaissance Techniques

- Reconnaissance push
  - Detailed plan prior to deployment of reconnaissance assets
  - Initially, a detailed ISR plan to support an evolving maneuver COA
  - As reconnaissance yields relevant combat information the COA is refined and completed

- Reconnaissance pull
  - Commander deliberately refrains from committing to a COA prior to deployment of ISR assets
  - Execution of an integrated ISR plan by reconnaissance elements focused on collecting information on enemy strengths and weaknesses that is critical to formulating the future COA
  - ISR assets "pull" maneuver assets to the most tactically advantageous position to make contact at the time and place of their own choosing



Time Available to a CDR is normally the chief reason for preferring one method over the other.

Security Overview

Fundamentals of Security

1. Provide early and accurate warning.
2. Provide reaction time and maneuver space.
3. Orient on the force, area, or facility to be protected.
4. Perform continuous reconnaissance.
5. Maintain enemy contact.

Forms of Security

1. Screen
   a. Moving screen
2. Guard
   Not operated below CAB/SQDN level.
3. Cover
   Deployed at the BCT level. CAB/SQDN does not have capability to execute independently.
4. Local Security
5. Area Security
   a. Route Security
   b. Convoy Security

CRITICAL SECURITY TASKS

- ☐Prevent threat forces from penetrating defensive perimeters
- ☐Establish perimeter if not contiguous with another friendly unit
- ☐Report all CCIR ----If time allows------
- ☐Recon all terrain in area
- ☐Locate all obstacles and identify bypasses
- ☐Locate mines and IEDs
- ☐Establish and maintain contact with local civilian and military leadership
- ☐Determine media outlets and publications
- ☐Determine regional, local or neighborhood dynamics
- ☐Identify local populous allegiances to factions, religious groups
- ☐Assist in stability or relief operations
- ☐Deny enemy from directly observing friendly activities

Stryker Specifications/2-1 Slant/ Drivers Licensing Requirements

ICVV		
Weight	54,000 lbs	REF: General Dynamic Land Systems Training
Length	7.3 m	
Width	2.8 m	
Height	2.7 m	
Max Grade	60%	
Max Tow	50,000 lbs	
Max Speed	64 mph (103 kph)	
Fuel Capacity	62 gal	
Fuel Consumption Rate @ 40 mph (64 kph)	6.87 mpg (11.06 kpg)	
Max Range	426 mi (686 km)	

CAV Platoon Slant

ICVV	Dismount Teams	Javelin Teams	Sent over the Net:
6	3	2	6/3/2

CAV Line Troop Slant

ICVV	Dismount Teams	Javelin Teams	MCVV	MGS/ATGM (Attached)	Sent over the Net:
14	6	4	2	x	14/6/4/2/x

CAV Weapons Troop Slant

ATGM	MGS	Sent over the Net:
9	12	9/12

Driver's Licensing Requirements

1. Pass Commander's Interview
2. Be medically cleared to drive
3. Complete Squadron 5 day training course
4. Pass written test
5. Pass PMCS test
6. Pass road test

Readiness Conditions

Levels	Preparedness	Security
REDCON 1	o Ready to move on order o All personnel alert o All equipment packed o Vehicles loaded, engines running o Fire/Evac/Rollover drills complete o Gunner/TC harness check, dismounts buckled o Weapons secured	100% weapon systems manned
REDCON 2	o Ready to move in 15 minutes o All personnel alert o Pull in operations and wire, take down camouflage	75% weapons systems manned
REDCON 3	o Ready to move in 30 minutes o 50% crew/unit stand down for feeding, rest, maintenance	o 50% weapon systems manned o Camo nets up o JCAD's positioned and operational
REDCON 4	o Ready to move in 1 hour o 75% of crew/unit stood down	o Minimum weapons system manning o Perimeter patrols

Drills

Fire Drill

VC	Gunner	Driver	Dismounts
Announces “Vehicle Fire”	Announces “Vehicle Fire”	Stops vehicle, pulls fuel shut off, shifts to N, engages parking brake, turns off engine	
Turns on internal fire extinguisher. Turns off Master Power	Secures weapon/SI if time allows	Secures weapon/SI and fire extinguisher if time allows	Secures weapons/SI if time permits
Secures weapon/SI if time permits, exits vehicle	Exits vehicle	Exits vehicle	Exit vehicle
Directs crew to rally point 50 meters behind vehicle	Moves to Rally Point	Moves to Rally Point	Moves to Rally Point
Accounts for crew, supervises security and first aid	Provides security and first aid at rally point	Provides security and first aid at rally point	Provides security and first aid at rally point

Drills

Rollover Drill

VC	Gunner	Driver	Dismounts
Yells “Rollover, Rollover, Rollover”	Yells “Rollover, Rollover, Rollover”	Yells “Rollover, Rollover, Rollover”	Yells “Rollover, Rollover, Rollover”
Drops into vehicle, braces for impact	Pulls VC into vehicle, braces for impact	Keeps hand on steering wheel, braces for impact	Hold onto troop straps, tuck feet into stirrups, brace for impact
After vehicle has stabilized turns off Master Power, accounts for crew, assists in crew exit, provides first aid	After vehicle has stabilized recovers SI, provides first aid, assists crew in exit	After vehicle has stabilized turns off Master Power, provides first aid, assists crew in exit	After vehicle has stabilized recovers SI, provides first aid, assists crew in exit
Exits with weapon	Exits with weapon	Exits with weapon	Exits with weapon
Supervises vehicle recovery	Assists in vehicle recovery	Assists in vehicle recovery	Assists in vehicle recovery

Weapons Control Status and Posture

	Green	Amber	Red
M9	Weapons cleared and on safe; Magazine out of weapon	Magazine in weapon; No round in chamber; weapon on safe	Magazine in weapon; Round chambered; Weapon on safe
M4	Weapon cleared and on safe; Magazine out of weapon	Magazine in weapon; No round in chamber; Weapon on safe	Magazine in weapon; Round chambered; Weapon on safe
M320	Weapon cleared and on safe; Rounds carried	No round in chamber; Weapon on safe; Ammo ready	Round chambered, Weapon on safe
M249	Weapon cleared and bolt forward (not on safe); Ammo carried	Bolt forward; Rounds in tray; No round in chamber (Aircraft loaded)	Weapon charged- open bolt position; Ammo in feed tray; Weapon on safe
M240B	Weapon cleared and bolt forward (not on safe); Ammo carried	Bolt forward; Rounds in tray; No round in chamber (Aircraft loaded)	Weapon charged- open bolt position; Ammo in feed tray; Weapon on safe
M2	Weapon cleared; Ammo stowed	Bolt forward; Rounds in tray; No round in chamber	Weapon charged; Round in chamber; Weapon on safe
MK19	Weapon cleared and on safe; Ammo stowed	Weapons on safe; No round in chamber; Ammo in feed tray	Rounds on face of bolt; Weapon on safe; Charged- open bolt position
TOW	No missile in tube; TOW launcher in stowed position	Missile in tube; TOW launcher in stowed position; System on electrical safe	Missile in tube; TOW launcher raised; System on electrical safe

Weapon Control Status

Weapons Hold- Engage target only in self defense.
Weapons Tight- Engage target only if identified as enemy.
Weapons Free- Engage target if identified as not being friendly.

Clearing Procedures

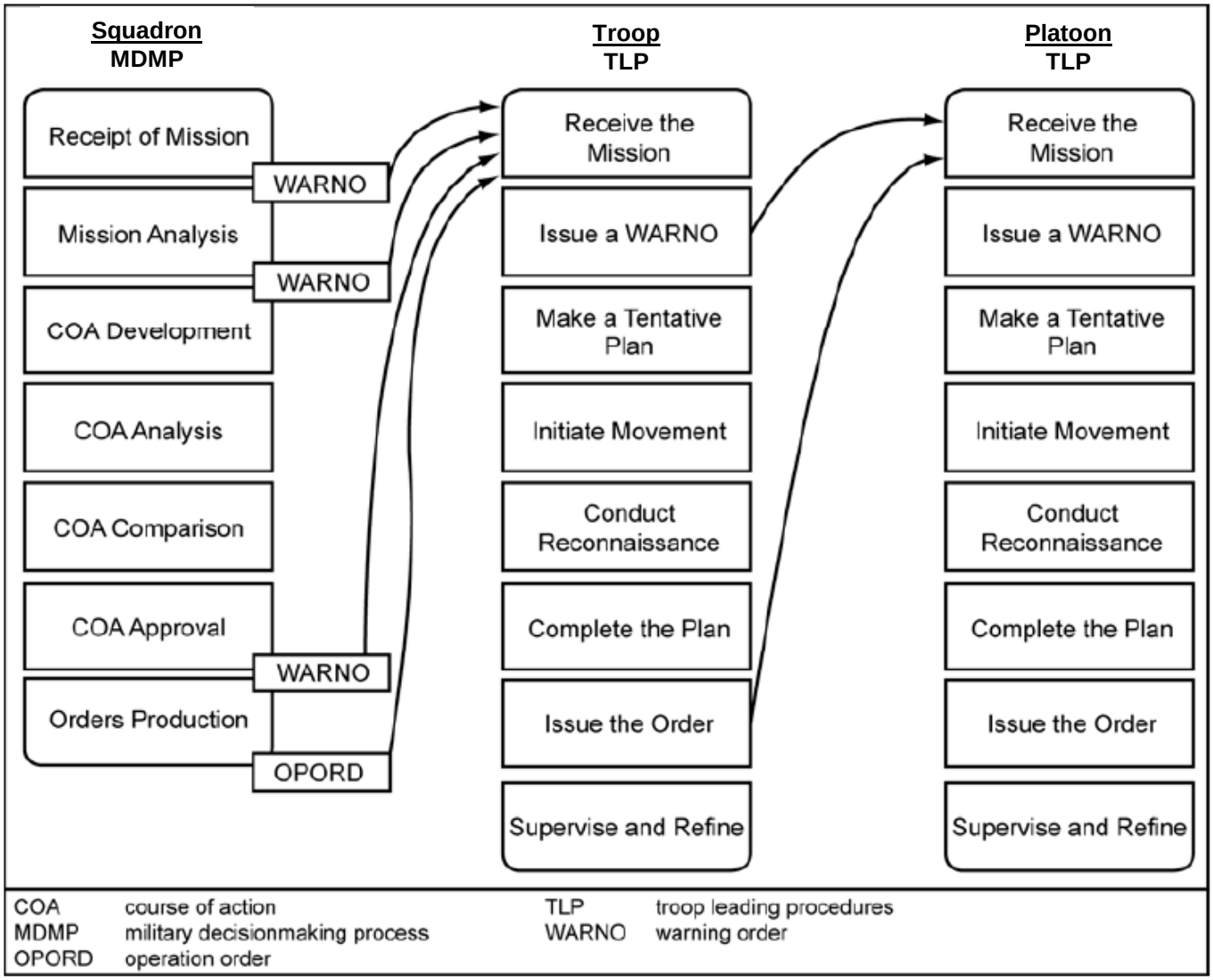
Clearing barrels will be placed at all entrances to CP locations and wherever needed. All personnel will clear their weapons prior to entering an area identified as a weapons green area. Two people will always clear a weapon. Ranking personnel will observe and double check.

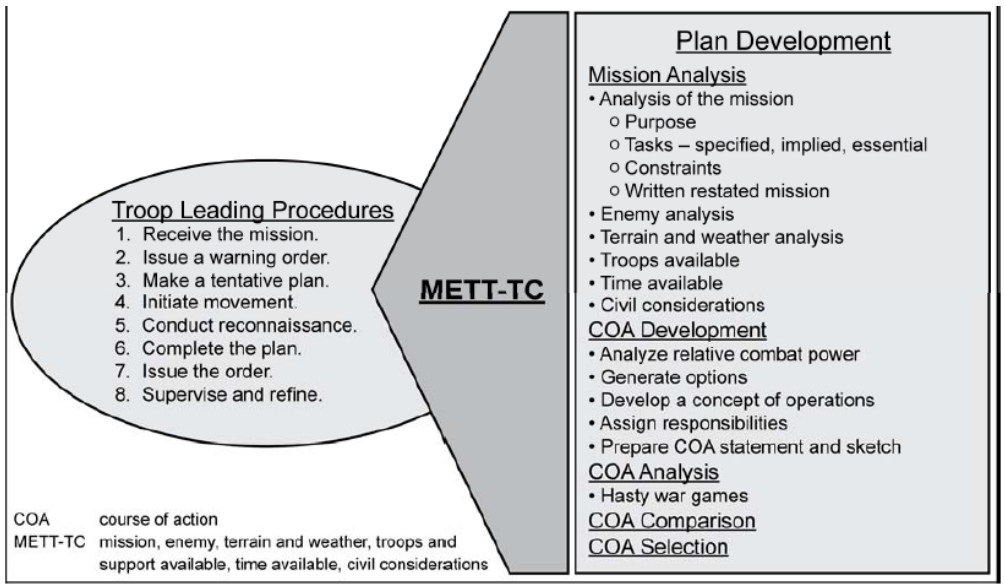
•Ensure Weapon is on safe
•Remove magazine/ammo
•Pull charging handle and lock bolt in place
•Physically inspect chamber
•Slide bolt forward

2-1 CAV Planning Big 8

#	CAV Big 8	Essential Elements	#	CAV Big 8	Essential Elements
1	OPORD	•Clear, complete, concise 5 paragraphs •Analysis of higher HQ conducted •IPB conducted •Wargame COA's •Task and Purpose for each Subordinate Unit •All essential and specificied tasks identified •Relays commmander's intent •WARNO/FRAGO issued	5	Security	•Continuous in all phases of the operation •Clearly defined tasks for subordinates •Active/Passive patrols as necessary •REDCON levels established and enforced •Air Guard designated •Coordinate for interlocking fires •Alternate hopsets established and jump criteria •Alternate AA established and jump criteria
2	Map/ Graphics	•Clear and Accurate •Support task and purpose •Reflect scheme of maneuver, fires, CSS •Disseminated to Section Leader level •Reflect refinements •Includes Enemy SITTEMP	6	Recon and Surveillance	•Continuous and aggressive •Based on IPB, focused on PIR •Linked to friendly decision points
3	PCC/PCI	•Complete to standard •PMCS Complete •Prep to fire checks •Test fire conducted (if appropriate) •Load plan IAW TACSOP •Class V on hand IAW TACSOP •Commo checks complete on all nets •Camo self/vehicles as needed (Situation dependent) •Backbrief complete	7	Time MGMT	•Subordinates given sufficient time to prep •Effective use of WARNO/FRAGO •Parallel planning implemented •Timeline developed •Timeline strictly enforced
4	Rehearsals	•Reinforce CDR's intent •Confirm understanding of scheme of maneuver •Confirm understanding of fires •Battle drills/ forms of contact •Conducted as combined arms event •Latest EF/FF situation update	8	Risk MGMT	•Included in every OPORD/FRAGO •Refined and updated as necessary •Risk levels tracked in CP •ID risk factors and implement mitigation •Review effectiveness in AAR

Troop Leading Procedures





Ops 2

Risk Management Matrix

Risk **E** - Extremely High **H** - High **M** - Moderate **L** - Low		HAZARD PROBABILITY				
		Frequent	Likely	Occasional	Seldom	Unlikely
SEVERITY	Catastrophic	E	E	H	H	M
	Critical	E	H	H	M	L
	Marginal	H	M	M	L	L
	Negligible	M	L	L	L	L

HAZARD PROBABILITY (The likelihood that an event will occur).

Frequent - The event occurs often in a soldier's career or is continuously experienced by all soldiers exposed.

Likely – There is a good possibility that an event will occur several times in a soldier's career and is experienced a lot by the soldiers exposed.

Occasional - The event occurs once in a while, such as once in the career of a soldier, or sporadically to all soldiers exposed.

Seldom – There is a remote possibility that an event will occur in the career of a soldier. For a fleet or inventory, it would be unlikely but can be expected and would occur seldom to all soldiers exposed.

Unlikely -- The possibility that an event would occur to in the career of a soldier is so rare that you can assume that it will not occur. It would most likely not occur within the fleet or inventory and very rarely occurs to all soldiers exposed.

SEVERITY (The expected consequence of an event in terms of degree of injury, property damage or other mission-impairing factors).

Catastrophic – Event results in death or permanent total disability, a systems loss, or major property damage.

Critical – Event results in severe injury. That is, permanent partial disability or temporary total disability in excess of three months for personnel, and major systems damage or significant property damage.

Marginal – Event results in minor injury or lost workday accident for personnel. Minor systems or property damage.

Negligible – Event results in first aid or less required. Minor systems impairment.

RISK LEVELS

E (Extremely High; needs GO approval) – Loss of ability to accomplish mission.

H (High; BCT CDR approval needed) – Significant degradation of mission capabilities in terms of required mission standard.

M (Moderate; SCO approval needed) – Degradation of mission capabilities in terms of required mission standards.

L (Low; TRP CDR approval needed) – Little or no impact on accomplishment of mission.

Naming Conventions and Obstacle Numbering

BDE Numbering and Naming Conventions

Unit	Points	NAI's
1 SBCT	100-199	1000-1199
4-9 IN	200-299	2000-2999
2-23 IN	300-399	3000-3999
1-38 IN	400-499	4000-4999
2-1 CAV	**500-599**	**5000-5999**
2-12 FA	600-699	6000-6999
4 BSB	700-799	7000-7999
299 BEB	800-899	8000-8999

*Points include check points, passage points, rally points, release points, logistics release point, link up points, etc.

SQDN Numbering System

Unit	SQDN	Apache	Bad Axe	Comanche
Numbers	500-539	540-559	560-579	580-599

Naming Examples

Phase Lines: Names- Run alphabetically from East to West (Female), North to South (Male)
Routes: Cars (Audi, Aston Martin, Buick, BMW, Chevy, Corvette, Dodge)
Objectives: Animals (Aardvark, Ant, Bear, Bee, Cougar, Chameleon, Dragon, Donkey, Horse)
Areas: States (Alabama, Alaska, California, Colorado, Delaware, Hawaii)
Assembly Areas: (AmericInn, Best Western, Choice, Drury, Hilton)
LZ's: Birds (Albatross, Bluebird, Crow, Duck, Hummingbird)

Obstacle Numbering

1. **Obstacle Numbering System: The obstacle numbering system will be used to number and record all obstacles. This system consists of twelve characters. The twelve characters will indicate: the unit that directed emplacement of the obstacle; the zone, group and the belt where the obstacle is located; the type of obstacle; obstacle number and the status of the obstacle. The twelve character obstacle numbers are divided into five parts.**

Part 1	Part II	Part III	Part IV	Part V
Emplacing Unit Zone Approval Authorization	Zone/Belt/Group	Obstacle Type	Obstacle Number	Obstacle Status
1 Letter, 3 Numbers	Letter, Number, Letter	2 Letters	2 Numbers	Letter

   a. **Part I- Four characters (a letter and three numbers) representing the unit approving the obstacle zone. The letter indicates the type of unit. E is used for either UXO or detected enemy obstacles. The three numbers are the division, separate brigade or regiment number. Obstacles emplaced by units task organized to the SQDN will have the four characters. For example, most obstacles emplaced by the SQDN will be labeled I411_____.**

Infantry	Enemy or UXO	Recon	Corps	Armor
I	E	R	Z	A

   b. **Part II- A three character alpha numeric group designating (in order): the obstacle zone (letter); obstacle belt in the obstacle zone (number); and obstacle group in the obstacle belt (letter). In the eventuality that no obstacle zones are established (i.e. protective obstacles, UXO, encountered enemy obstacles or situational obstacles) "default zones are established for each HQ in the division. Division assigns default zones for the brigades, brigades assign default belts to maneuver battalions and battalions establish default groups to maneuver companies.**

Zone	Unit/HQ	Zone	Unit/HQ
S	4ID Reserve Obst	W	4BCT
T	4ID DREAR	X	43rd BDE
U	1BCT	Y	4ID Spare
V	2BCT	Z	4ID Spare

Obstacle Numbering

c. Part III- 2 letters, selected from the below list, that best describe the obstacle.

M-Minefield/Munition Field		**W- Wire Obstacle**	
MB	Block	WA	Double-apron
MC	Chemical	WC	Concertina
MD	Disrupt	WF	Tanglefoot
MF	Fix	WG	General Purpose, barbed tape
MH	Hasty protective	WN	Nonstandard
MN	Nonstandard	WR	Roadblock
MO	Point	WT	Triple-standard
MP	Protective	**S- Scatterable Minefield/Munition Field**	
MQ	Nuisance	SB	Gator
MS	Standard-pattern	SF	ADAM and RAAM
MT	Turn	SM	MOPMS
MU	Dummy/decoy	SV	Volcano
A-Miscellaneous		SW	Scatterable mines(generic)
AB	Abatis	**H-Hand emplaced mines**	
AC	Chemical by explosives	HC	Claymore
AD	AT Ditch	HH	Hornet/WAM
AF	Thermobaric or flame	HO	Other
AH	Log Hurdle	HS	SLAM
AL	Log crib or log obstacle	**I-Improvised Explosive Devices**	
AM	Movable obstacle (car,bus)	ID	Directional, special-purpose explosive hazard
AN	Expedient non-standard obstacle	IO	Omnidirectional, special-purpose explosive hazard
AP	Post obstacle (hedgehog, tetrahedron)	**B-Bridge Demolition**	
AR	Rubble	BA	Abutment
AT	AT ditch with AT Mines	BC	Abutment and span
AW	Earthwork (berms, parapets, dunes, pits)	BS	Span

Obstacle Numbering

c. Part III cont - 2 letters that best describe the obstacle.

T-Booby Traps		R-Road Crater	
TA	Booby-trapped area	RD	Deliberate
TB	Booby-trapped bodies	RH	Hasty
TE	Booby-trapped equipement	RM	Mined
TM	Booby-trapped material	**U-Unexploded Ordnance**	
TP	Booby-trapped passage/confined space	UC	Chemical UXO hazard area
TS	Booby-trapped structure	UH	UXO hazard area
TV	Booby-trapped vehicle	UN	Nuclear Hazard area

d. Part IV- 2 numbers from 01-99

e. Part V- The last symbol indicates the status of the obstacle

Letter	Definition
/	Planned Obstacle
-	Obstacle being prepared
+	Prepared obstacle
X	Completed/executed obstacle
=	Breached or has lane
#	Being cleared (fully removed)
?	Unknown status

f. Example

1411	U1C	MB	03	/
1SBCT Zone	Also 1SBCT (U), obstacle belt 1, obstacle group C	Blocking Minefield	Obstacle Number	Planned

Squadron Combined Arms Rehearsal Format

1. **SXO- Roll Call, Agenda, Rules, Briefing Sequence and Script**
   (Participants: SCO/SXO, S3/AS3, S2/AS2, S6/AS6, S4/AS4, SQDN FSO/FSNCO, MEDO Troop CDR's, Attachments)
2. **S3- Terrain Orientation and Operation Overview (Mission, Intent and Concept of the Operation/Scheme of Maneuver**
3. **S2- Enemy Intent, Enemy COA's, relevant METT-TC, CCIR**
4. **S3- Friendly Forces Disposition**
5. **Script by Phase**
   a. SXO- Key Event/Phase Description/Timeline
   b. S2- Enemy movement
   c. S3- Scheme of maneuver
      1. ISR assets available (S3)
      2. Troops Brief (A, B, C, Attachments)
         a. Task Organization
         b. CBT power and location (Slant)
         c. Unit Task and Purpose (2 levels down)
         d. Unit Scheme of Maneuver
         e. Task and Purpose for Attachments
         f. Key Coordination/Issues
         g. Friction Points
      3. Fire Support (FSO)
      4. Air Support (Air Liaison Officer)
      5. Sustainment (S4, D TRP, MEDO)
      6. Mission Command (S3)
      7. Decision Points or Endstate of Key Event/Phase (S3)
   d. SXO- Define conditions required for
      1. Commitment of reserve/Strike force
      2. Unit movement
      3. Obstacle emplacement
      4. Firing planned targets
      5. Movement of MAS/FAS
6. **Rehearsal Terminated after reaching Commander's Endstate**
7. **Review of Recorder's notes**
   a. Recorder identifies issues, whose responsibility to resolve, and a suspense
8. **FRAGO's (if necessary)**

REF: FM 6-0 Chapter 12

Fire Support Rehearsal Format

1. **SXO- Roll Call, Agenda, Rules, Briefing Sequence and Script**
   (Participants: SCO/SXO, S3/AS3, S2/AS2, TCO's, SQDN FSO and FSNCO, SQDN Targeting Officer and NCO, TRP FSO's/FSNCO's, Mortar Section Sergeants, SQDN ALO, JTAC's, COLT's, FCT's)
2. **S3- Terrain Orientation**
3. **S2- Updated Enemy Situation**
4. **SQDN FSO- Fire Assets Available**
   a. **Fixed Wing, Rotary Wing, Artillery, Mortars, etc**
   b. **Check in procedures, ammo available, volleys, sorties, minutes smoke, etc**
5. **Script by Phase**
   a. S3- Phase of the Operation (Task/Purpose)
   b. SQDN FSO- Scheme of Fires
      1. Priority of Fires (POF) by Troop
      2. Position Area for Artillery (PAA), Azimuth of Fire (AOF), Fire Support Tasks
      3. Decision point to shift
      4. Number of priority targets/FPF's by asset
      5. Target assignment by troop
      6. Fire Support Coordination Measures (NFA's, CFL's, etc)
      7. Necessary reports to BDE FSO
   c. TRP Commander/FSO- Troop Scheme of Maneuver (Main Effort)
   d. TRP FSO- Troop Scheme of Fires (Main Effort)
      1. Actions to occur
      2. Possible friendly initiatives
      3. Reactions to enemy initiatives
      4. Control measures
      5. Significant events that are to occur in relation to operation
      6. Forward Observer (FO) control option(s) used (decentralized, predesignated, centralized)
      7. POF by PLT/Asset
      8. TTLODAC (Target, trigger, location, observer, delivery system, attack guidance, commo) for each priority target
      9. Necessary reports to SQND FSO
   e. MTR SEC SGT- Troop Mortar Support (Main Effort)
      1. Movement Plan
      2. Positioning
      3. AOF
      4. POF
      5. Priority Targets/FPF laid on
   f. All- Identify friction points and enemy responses
   g. Repeat steps c-f by supporting effort
6. **Final SCO, SXO, S3, SQDN FSO Guidance**
7. **SQDN FSO- Announce time of Fire Support FM RXL and confirms target list**
8. **Recorder identifies issues, whose responsibility to resolve, and a suspense**

REF: FM 6-20-40 Chapter 2

Sustainment Rehearsal Agenda

Occurs immediately following the SQDN CAR. Participants will bring SQDN and TRP Execution Matrix/Graphics and LOGSYNCH Matrix.

1. **SXO- Roll Call, Agenda, Rules, Briefing Sequence and Script**
   (Participants: SCO/SXO, CSM, S3/AS3, S1/AS1, S2/AS2, S4/AS4, MEDO, HHT CDR, FST CDR, FST XO, TRP 1SG's/XO's, Attachments)
2. **S2- Updated Enemy Situation**
   a. **Threat**
   b. **Likely enemy avenues of approach**
   c. **Enemy effects on logistic activity**
3. **S3-Mission Overview and Critical Decision Points**
4. **S4-Sustainment and Phase overview**
5. **Script by Phase:**
   a. XO/1SG (HHT, A, B, C)
      1. Slant/Status of Class I, III, V, Maint, Medical
      2. Unit maneuver actions
      3. Locations of CP
      4. TRP LOGSYNCH plan (Class I, III, V, Maint, Medical)
   b. FST
      1. LOGPAC times
      2. LOGPAC locations
      3. LOGPAC format (standard/rolling)
      4. FTCP/BSA location
      5. FTCP/BSA jump timeline
   c. S4
      1. Location of key personnel
      2. Locations/Triggers: Class I, III, IV, V, Maintenance
      3. MSR's
      4. C2 and Communications Plan
      5. Priority of support by phase
   d. SMO
      1. Location UMCP and forward recovery assets
      2. Priority of maintenance/recovery
   e. MEDO
      1. Location of FAS/MAS/AXP
      2. Non-standard Evac Plan
      3. CL VIII Resupply
      4. CBRN CASEVAC Plan
      5. Adjacent unit FAS/MAS/AXP locations
      6. Priority of medical support
   f. S-1
      a. Priority of replacements and reporting
      b. EPW handling
      c. COB handling
      d. KIA evacuation plan
6. **SCO/SXO- Final comments**
7. **Recorder identifies issues, whose responsibility to resolve, and a suspense**

Confirmation Brief/ Attachments Checklist

Confirmation Brief

Used to confirm information on a mission to next higher level Commander

- •Used immediately after OPORD brief
- •May be verbal or digital, face to face, or via radio/telephone

Consists of:

•Higher Mission and Commander's Intent.
•Assets available.
•Your units link to the main effort and how you will support the mission/intent.
•Specified/Implied tasks.
•Coordination required
•Questions/Concerns

Attachments Checklist

A. Attachment reporting procedures
   1. TOC is the center point for link-up
   2. POC is Hatchet 6
   3. Hatchet 6 briefs attachments
   4. Attachments brief Hatchet 6

B. Attachment Relationships
   1. Command
      a. Organic: Listed on the Squadron's MTOE
      b. Attached: Placed under Squadron control for a temporary time by means of an attachment order
      c. OPCON: Placed under Squadron control for a limited time to accomplish a specific mission
      d. TACON: Squadron has responsibility to dictate detailed and local control of movements and maneuvers necessary to accomplish specific missions
   2. Support
      a. Direct: Unit provides priority of support to specific Squadron sub-units but has no command relationship with the sub-units
      b. General: Unit provides priority of support to the entire Squadron but no specific sub-unit
      c. Reinforcing: Support relationship specific to artillery units wherein one artillery unit provides support to the General Support Reinforcing unit
      d. General Support Reinforcing: Unit provides fires support to the Squadron

C. Attachment's Checklist
   1. Unit
   2. Number of personnel in unit
   3. Type of equipment in unit and maintenance status
   4. Class I, III, and V requirements
   5. Exchange frequencies
   6. Location of unit and/ or elements
   7. Provide working space in TOC for attachment if needed
   8. Brief attachments on TOC SOP's
      (Commander's updates, shift change briefings, chain of command)
   9. Ensure attachments know where to go in case of attack on TOC
   10. Ensure attachments understand current plan and operations
   11. Notify gaining unit of arrival of attachments and arrange link-up
   12. Add unit to tracking charts and update reports

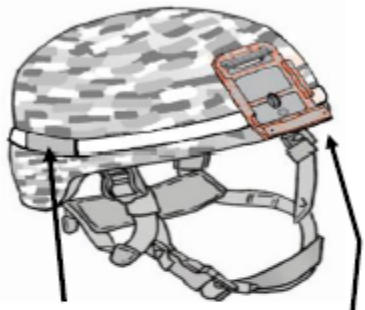
Ops 11

Uniform Standards

Uniform Type	ACU Standard	Additional Equipment
Field	• 4th ID Unit Patch • No Combat Patch • Subdued or IR Flag • PC • Pens x 2 • Notebook • TACSOP • ID Card • Drivers license (military) • Casualty Feeder Card (pre-filled) • ID tags x 2 (worn around neck and in left breast pocket) • Knee pads (elbow pads carried) • Ear Protection (carried) • Eye Protection (day/night) • Gloves (nomex)	• Can upgrade to Combat
Combat	• 4th ID Unit Patch • No Combat Patch • Subdued or IR Flag • PC • Pens x 2 • Notebook • TACSOP • ID Card • Drivers license (military) • Casualty Feeder Card (pre-filled) • Knee pads (elbow pads carried) • ID tags x 2 (worn around neck and in left breast pocket) • Ear Protection (carried) • Eye Protection (day/night) • Gloves (nomex)	• ACH with NVG Mount • Body Armor (Groin, collar, tailbone protector removed, no “wolf tail slings per Blackhawk SOP) •NVGs • Weapon • Load Carrying Equipment (does not have to be issued, but must be capable of carrying all magazines, hydration and IFAC) • Hydration system • IFAC (left side of FLC)
Garrison	• 4th ID Unit Patch • Combat Patch authorized • Colored Flag • PC • Pens x 2 • Notebook • ID tags x 2 (worn around neck and in left breast pocket) • ERB (in left breast pocket)	• Stetson as authorized by CDR

PCC 1

Uniform Standards

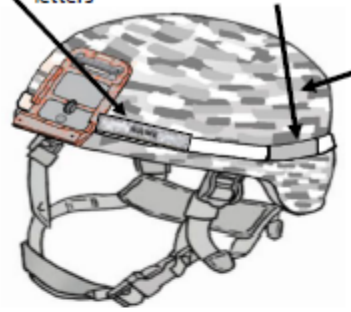


•BLOOD TYPE in ALL CAPS letters on right side

•NVD mounting bracket attached

•NAME in ALL CAPS letters on front; offset to allow for NVD mount

•BATTLE ROSTER in ALL CAPS letters



4ID PATCH SEWN ON

Personal Hydration System (PHS)

NAMETAPE VELCRO OR SEWN ON

Rucksack

NAMETAPE SEWN ON

Assault Pack

NAMETAPE SEWN ON

Battle Roster Number Standards:

First Letter of the BRN will be the First initial of your first name
Second Letter of the BRN will be the First initial of your last name
Then the last 4 numbers of your SSN
Example; EP2180

PreCombat Checks

Situation/Mission/Concept of the Operation (PL/PSG)

- ☐ Ensure that each Trooper comprehends the current mission and situation
  - ☐ Ask the Trooper for the platoon and troop mission
  - ☐ Ask the Trooper to describe the scheme of maneuver for the platoon
  - ☐ Ask the Trooper for enemy situation and actions
  - ☐ Have Trooper recite challenge and password
  - ☐ Have Trooper give applicable radio frequencies

Safety (PL/PSG)

- ☐ Troopers briefed on weapon status (Red, Amber, Green)
- ☐ Trooper demonstrates proper clearing procedures
- ☐ Hot and cold weather injury prevention brief
- ☐ Location of aid stations and care level along mission route
- ☐ Risk management

Individual Weapon Checks (Vehicle CDR/Section Sergeant/PL/PSG)

- ☐ Weapon clean and passes functions check
- ☐ Trooper zeroed and qualified with weapon
- ☐ Sight, aiming device zeroed with batteries on hand
- ☐ M9 lanyard (if applicable)
- ☐ Trooper knows serial #, Section Sergeant has list of serial #'s of all weapons and sensitive items
- ☐ Weapons cleaning kit present

Vehicle Commander Checks (PL/PSG)

- ☐ Rollover and fire drills complete
- ☐ SKL with current SOI
- ☐ Radio loaded with necessary frequencies
- ☐ Binoculars and night vision devices with batteries
- ☐ Backup-weatherproof map with graphics

PreCombat Checks

Personal Equipment Checks (Section SGT/PSG/PL)

- [ ] Appropriate uniform (ACU, nomex, etc)
- [ ] ACH with name, blood type, and battle roster number
- [ ] Casualty feeder card (DA Form 156, 2 ea) w/ appropriate information filled out
- [ ] Witness statement (DA Form 155, 2 ea) w/ appropriate information filled out
- [ ] Eye protection
- [ ] Ear protection
- [ ] IOTV
    - [ ] SAPI plates
    - [ ] Name and rank in appropriate place
    - [ ] IFAK properly stocked
    - [ ] Hydration system filled with water
    - [ ] Ammo pouches with full UBL
- [ ] Valid ID card and tags
- [ ] Driver's license
- [ ] Pen and paper
- [ ] Flashlight/penlight/headlamp
- [ ] Compass(Section Sergeant)
- [ ] Promask with accessories (present on vehicle)
    - [ ] Eyeglass inserts
    - [ ] M8 paper
    - [ ] Tinted optical inserts
    - [ ] Decon kit
    - [ ] Canister w/hose
    - [ ] Microphone
    - [ ] Nerve agent antidote
- [ ] Ruck/Assault bag packed to standard
- [ ] Wet/Cold weather gear available as required
- [ ] Night Vision system with extra batteries
- [ ] Other mission essential items
- [ ] All SI tied down

PreCombat Checks

Leader Checks (PL/PSG)

- [ ] Copy of current OPORD
- [ ] Map with graphics
- [ ] Rehearsals complete
- [ ] Bridge classification GTA (in TACSOP)
- [ ] Route classification GTA (in TACSOP)
- [ ] Demolition GTA
- [ ] OPORD format
- [ ] EPW documents and tags
- [ ] Flex cuffs, zip cuffs, etc
- [ ] Range cards (2, laminated)
- [ ] TACSOP & ROE card

Vehicle Armament (Section Sergeant)

- [ ] Sights clean, uncovered and operational
- [ ] Crew served weapons clean and functions check complete
- [ ] Periscopes and weapons uncovered
- [ ] Vision blocks and windows present and clean
- [ ] LRAS operational
- [ ] Traversing system functional
- [ ] Safeties functional
- [ ] Ammunition serviceable, clean and properly stowed
- [ ] Headspace and timing set
- [ ] Machine gun properly mounted with appropriate pins
- [ ] Spare barrels clean and serviceable
- [ ] Cleaning tools present
- [ ] Tripods/Bipods for crew served weapons present
- [ ] DAGR present and operational

PreCombat Checks

Vehicle Checks (Section Sergeant):

- [ ] Pre-operations PMCS complete
- [ ] Vehicle loaded IAW load plan
- [ ] Copy of 9-Line MEDEVAC request (in TACSOP and OP handout)
- [ ] Required DOS for CL I
- [ ] Required CL II on hand
- [ ] Required DOS for CL III (P)
- [ ] CLS bags/first aid kits complete and available
- [ ] Tools and tool kits with components present and secured
- [ ] TMs, lube order, operator's manual present
- [ ] Vehicles fueled
- [ ] Fire extinguishers are present, sealed, and tagged
- [ ] No fuel leaks
- [ ] All access plates installed
- [ ] Fluid levels are correct
- [ ] Lights operational, to include blackout drive and blackout markers
- [ ] All gauges are functional
- [ ] All items in the interior are secured
- [ ] All locking devices are functional with safety pins present
- [ ] Tires have correct air pressure and serviceable
- [ ] Track tension checked
- [ ] Windshield and lights clean
- [ ] Mirrors serviceable and clean
- [ ] Towbar / Towstrap on hand

PreCombat Checks

Critical Items (Vehicle Commander/Section Sergeant):

- ☐ NODs with spare batteries present
- ☐ Compass present and functional
- ☐ Mine detectors with batteries present
- ☐ Demolition kits present
- ☐ Dismount OP kit complete with following equipment:
  - ☐ Appropriate Communications Equipment (complete)
  - ☐ Spare Batteries
  - ☐ Map with current graphics (waterproofed)
  - ☐ Compass
  - ☐ NVG's
  - ☐ Binoculars
  - ☐ DGR
  - ☐ M240L w/ PAS-13
  - ☐ LRAS / TRGR
  - ☐ VS-17 Panel
- ☐ Gunner's restraint

Communications Equipment (Section Sergeant/PSG):

- ☐ Radio checks have been established within platoon and with higher headquarters
- ☐ Dismount radio functional
- ☐ Correct secure fill and HOPSET are loaded and in time
- ☐ OE-254's complete
- ☐ Vehicle intercom functional
- ☐ CVC's functional
- ☐ BFT functional
- ☐ Updated graphics uploaded, including routes, phase lines, and boundaries
- ☐ Ensure the system is accurately tracking your current position
- ☐ Touch screen responsive
- ☐ Keypad functional
- ☐ Conduct FIPR check concurrently with radio checks

Specific Rehearsals

Mission	Rehearsal	PCC/PCI
Search Vehicle	React to IED	Trouble codeword, nearby cover, secure commo with overwatch
	Contraband	Holding area, contraband list
	Personnel Search and Detention	Zip strips, gloves, female search team, language guide, DSP List, ROE
Search Building	Marking Rooms	Wolf Tails (IR chemlights, 9 volt batteries), chalk
	Clearing Rooms	Ram, mirror, grenades (lethal/nonlethal), tac-lights, weapons test fire, IR chemlights, ROE
	Search for Contraband	Metal detector, shovel
TCP	Vehicle Search	See search vehicle
	React to VBIED	Secure commo with overwatch, ROE, NODS, weapons test fire, trouble codeword
	React to Sniper	Weapons test fire, binoculars, map and overlays, commo w/indirect assets, NODS, ROE, suppression/observation plan
	Personnel Search and Detention	Zip Strips, gloves, female search team, detain list, detainee paperwork, blindfolds language guide, DSP List, ROE
	React to Indirect	Binoculars, map and overlays, cover, commo equipment w/ indirect assets
	React to Large Crowd	Pepper spray, loudspeaker, ROE, interpreter or language guide
Patrol Dismounted	React to Sniper	Weapons test fire, binoculars, map, NODS, ROE, suppression plan, commo w/ indirect assets
	CASEVAC	9 Line MEDEVAC, commo, CLS bag, CLS certified personnel, medics briefed on mission, location of nearest MTF
	Personnel Search and Detention	Zip strips, gloves, female search team, language guide, DSP list, ROE
	React to IED	Binoculars, communications, batlle drill rehearsals, recovery plan
	React to ambush	Suppression plan, weapons test fire, map ROE, commo w/indirect fire assets
	Building search	See search building
Convoy	React to Obstacle	Obstacle codeword
	React to IED	Binoculars, commo, IED codeword, alternate routes
	React to Ambush	Suppression plan, weapons test fire, map and overlays, commo w/ indirect assets, convoy brief, ROE, CASEVAC
PCC 8	CASEVAC	9 Line MEDEVAC, commo, CLS bag, CLS certified personnel, medics briefed on mission

Unit Basic Load
All Strykers

- Crew individual weapons
  - 3 x M4s (210 rounds ea)
  - 1x M249 (800 rounds ea)
  - 1x M320 (36 rounds ea)
- Three days Class 1
- Essential vehicle BII (see load plan); hasty and deliberate recovery equipment
- 12 qt 15/40W
- 1 qt TES 295
- 1 qt MIL 5606
- 1 qt 75W-90
- 1 gal Anti-freeze
- .3 box fluid
- 2 (8oz) LSAT
- 2 (14oz) GAA

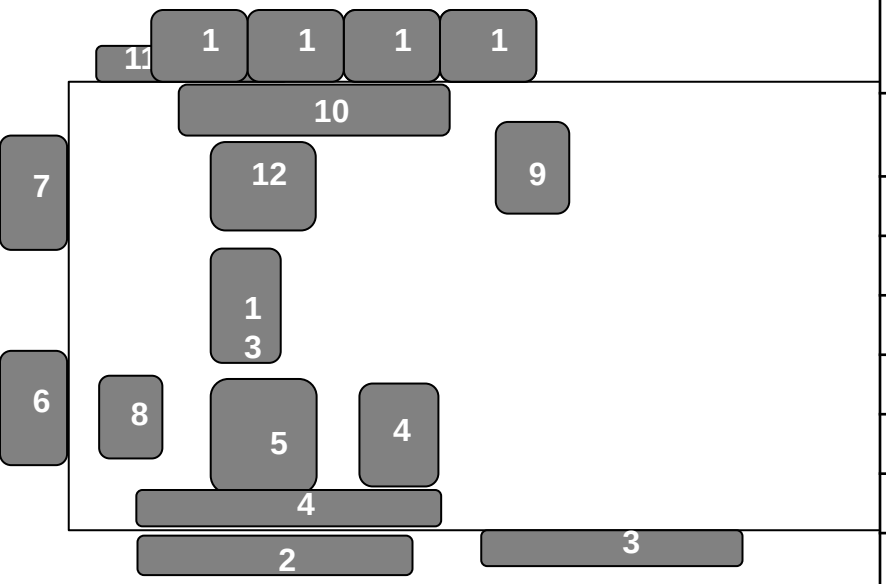
*Material Requirements list

Unit Basic Load

MCVV	ICVV
❑48 120mm mortars ❑1 qt FRH ❑6.5 lb GA ❑4 oz GPL ❑5 gal LAW	❑RWS mounted M2A1/MK19 ❑2,000 rounds .50 cal ammunition ❑800 rounds M240 ❑460 rounds MK19 ❑2 x Javelin missiles with CLU

2-1 CAV ICVV-S Load Plan

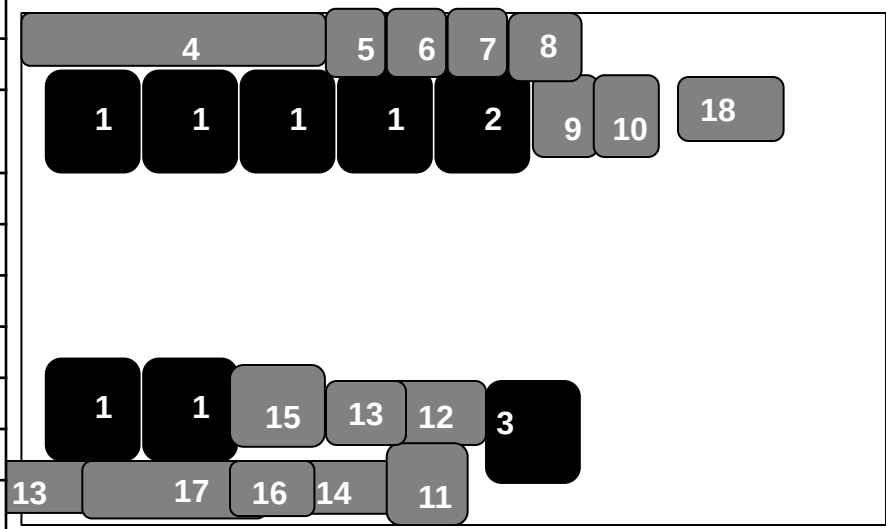
Outside View



Cargo LOC NO	Cargo Description	NO of Items
1	Dismounts' Ruck Sacks	4
2	Litter	1
3	½ Stryker Tow Bar	1
4	Cans of Ammunition	10
5	Bulk POL	1
6	5 Gallon Fuel Cans	2
7	5 Gallon Water Cans	2
8	LRAS	1
9	Rolls of Concertina Wire	2
10	Additional POL	1
11	Pioneer Tools	1
12	Boxes of MREs	4
13	Additional Stryker BII in Bags	1

Cargo LOC NO	Cargo Description & Type Pack	NO of Items
1	Dismount Seat	6
2	VC Seat	1
3	Gunner Seat	1
4	CBRN System	1
5	Dismount Kit Bag	6
6	CLS Bag	1
7	Boresight Kit	1
8	VC and Gunner Assault Packs	2
9	Gunner's Ruck Sack	1
10	Driver's Ruck Sack	1
11	CLU	1
12	Javelin Missle	2
13	LRAS Battery Box	1
14	LRAS Tripod	1
15	Dismount Assault Packs	3
16	240L	1
17	Vehicle BII	1
18	Driver's Assault Pack	1

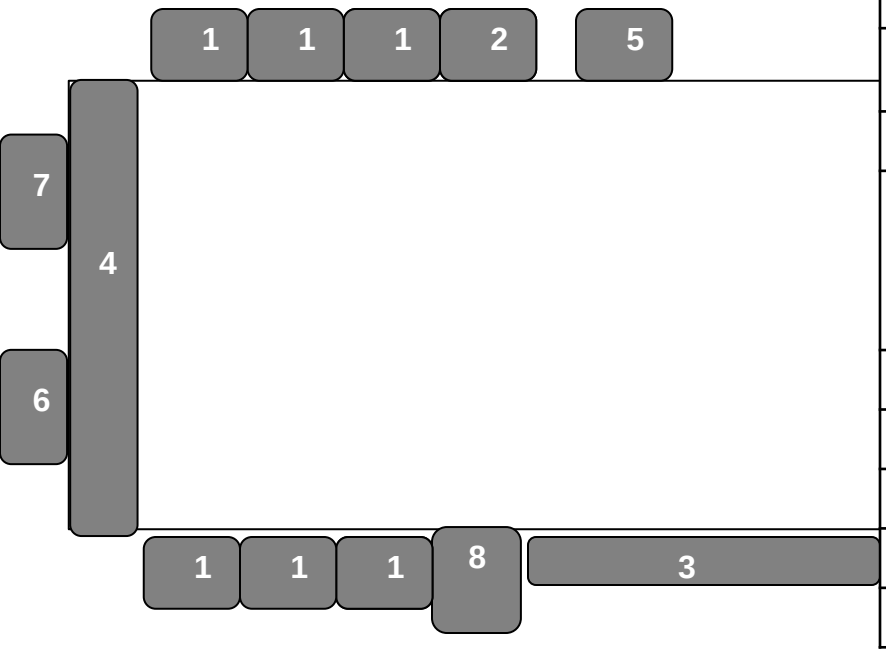
Inside View



PCC 11

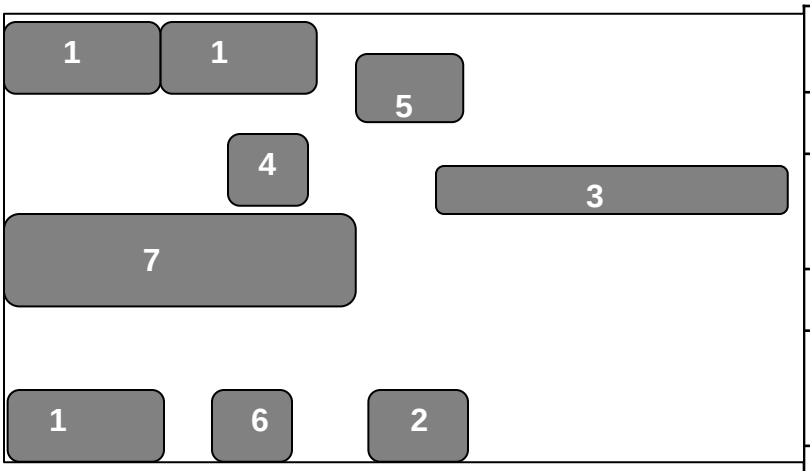
2-1 CAV MCVV Load Plan

Outside View



Cargo LOC NO	Cargo Description	NO of Items
1	Dismounts' Ruck Sacks	4
2	PLL	1
3	Flex-spout, snatch block, jacking plate, tire repair kits, FRH pump kits, warning device kit	1
4	Litter	1
5	Gun PLL	1
6	5 Gal Fuel	2
7	5 Gallon Water Cans	2
8	Recovery Assets	1

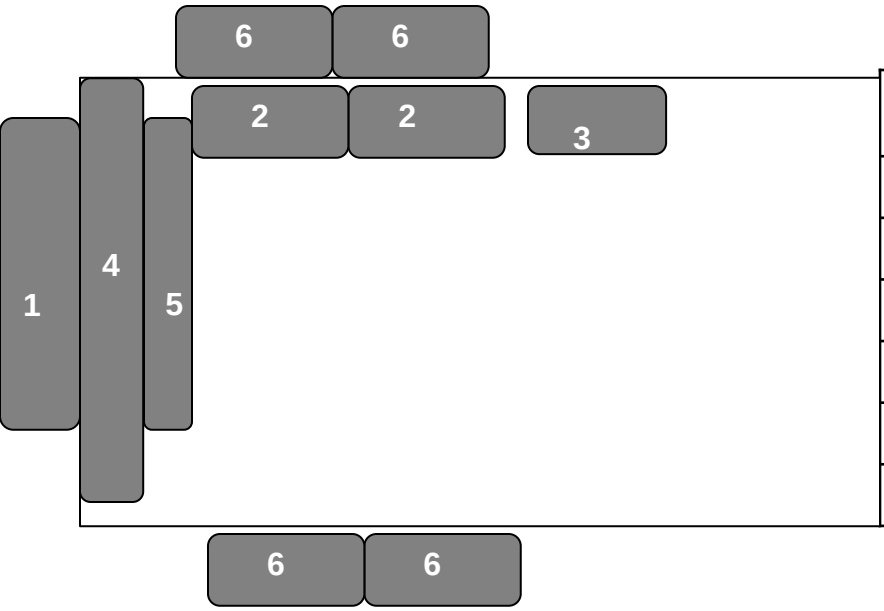
Inside View



Cargo LOC NO	Cargo Description	NO of Items
1	120MM Ammo	3
2	Sight unit, ore sight, quadrant, TM's, aiming circle	1
3	Aiming circle tripod	1
4	Gun BII, cleaning brushes, FRH Gauges	2
5	Extra straps, ration heater	1
6	Tool bag	1
7	RLS-6L 120MM	1

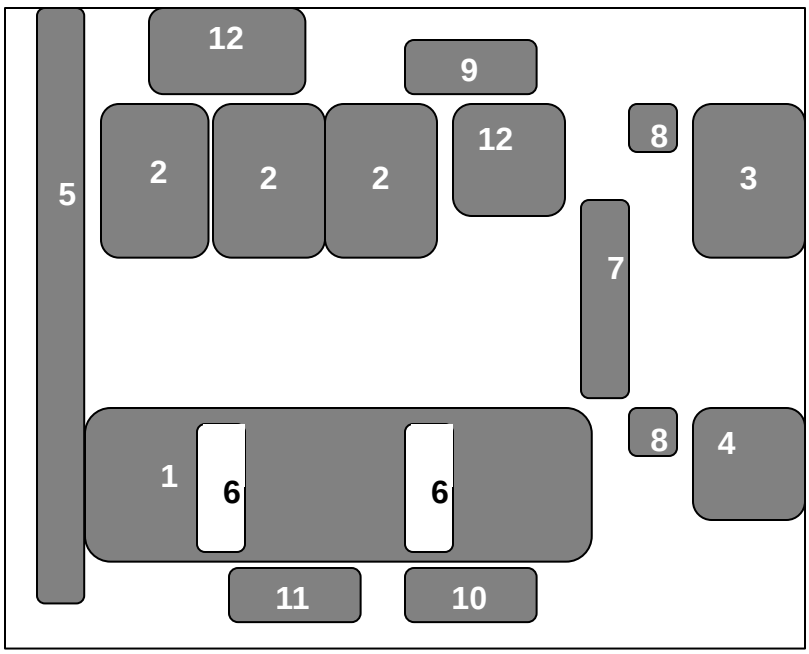
2-1 CAV MEVV Load Plan

Outside View



Cargo LOC NO	Cargo Description	NO of Items
1	BII	1
2	MES Chest/Bodybag	2
3	Suction Chest	1
4	Litter	2
5	SKED	1
6	Rucks/OCIE	4

Inside View



Cargo LOC NO	Cargo Description	NO of Items
1	Litter	2
2	PAX	3
3	Medic	1
4	TC	1
5	Spine Board	2
6	Litter Straps	4
7	Trauma Bag	1
8	Oxygen (O2) Cylinder	2
9	Suction	1
10	Water/Rations Heater	1
11	TM/Vehicle Docs	1
12	Med/CL VIII Storage	2

Vehicle Marking SOP

1) First digit indicates the vehicle's company within the battalion/squadron:

0 = HHC
1 = A Co
2 = B Co
3 = C Co
4 = D Co
5 = E Co

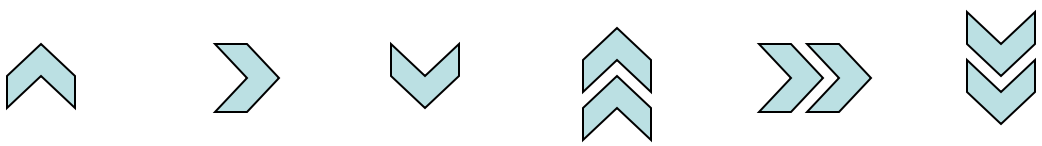
2) Second digit indicates the vehicle's battalion/squadron within the brigade:

0 = BDE HQ
1 = CAV SQ
2 = IN CAB
3 = AR CAB
4 = FA BN
5 = EN BN
6 = SPT BN

3) Third digit indicates brigade

0 = DIV HQ
1 = 1SBCT
2 = 2IBCT
3 = 3ABCT
4 = FIRES BDE
5 = AVN BDE
6 = SPT BDE

4) Platoon will be designated by a chevron



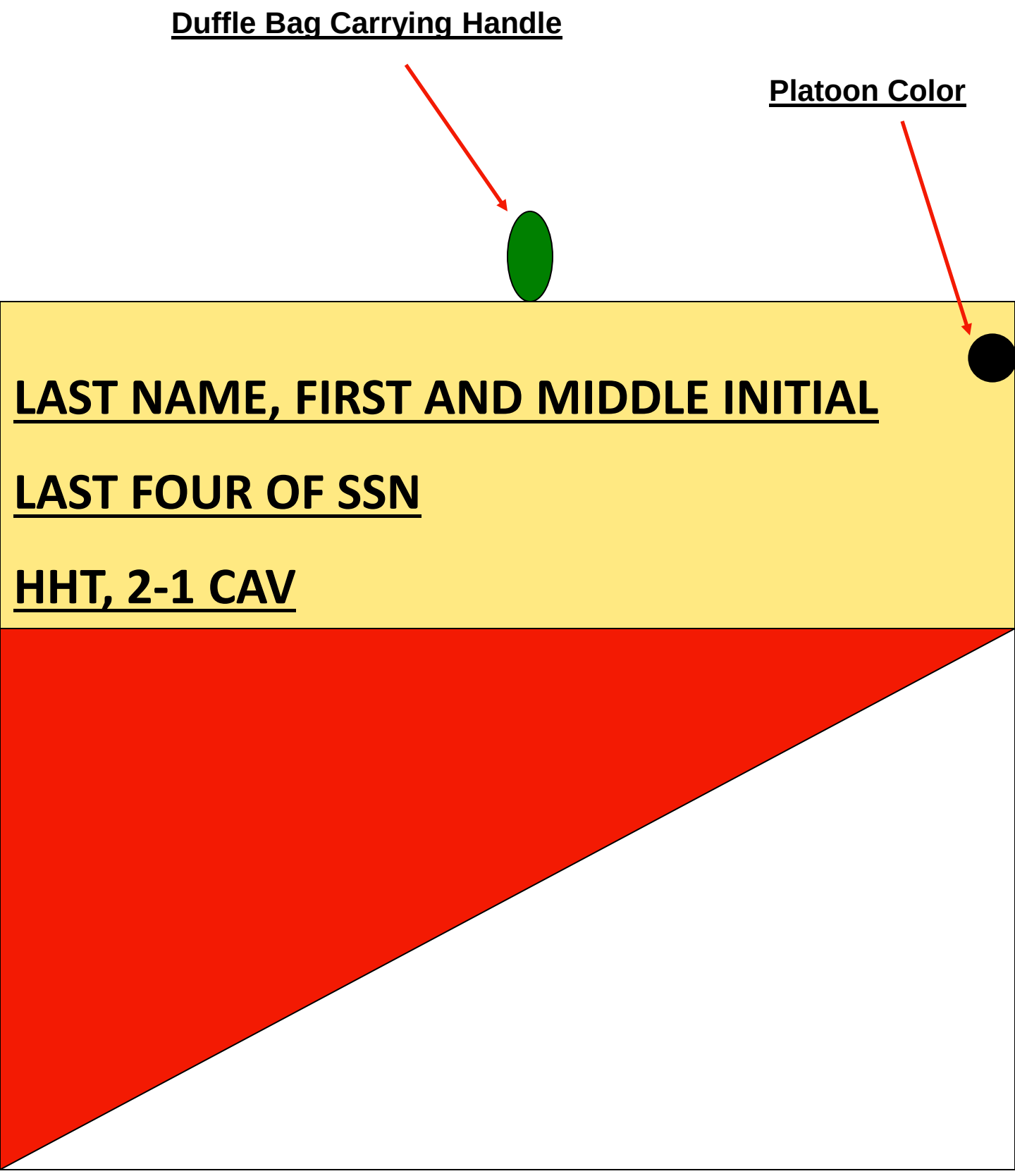
1st 2nd 3nd 4th 5th 6th

All Blackhawk vehicles will end with 11.

EX: Comanche Red Platoon

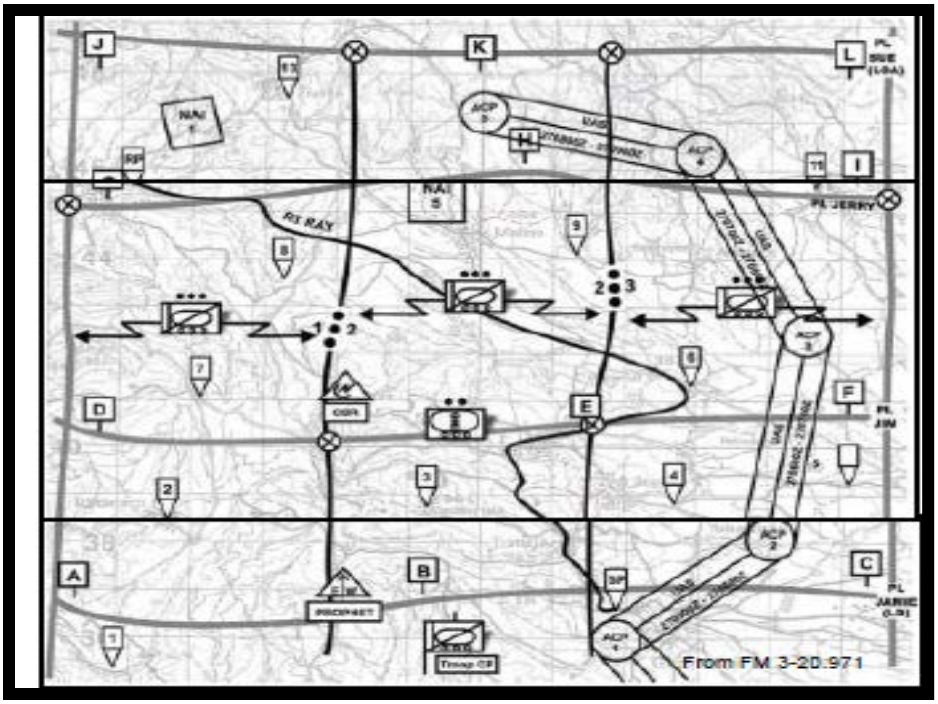
311 

Duffle Bag Marking Scheme



1 INCH STENCILS

Zone Recon



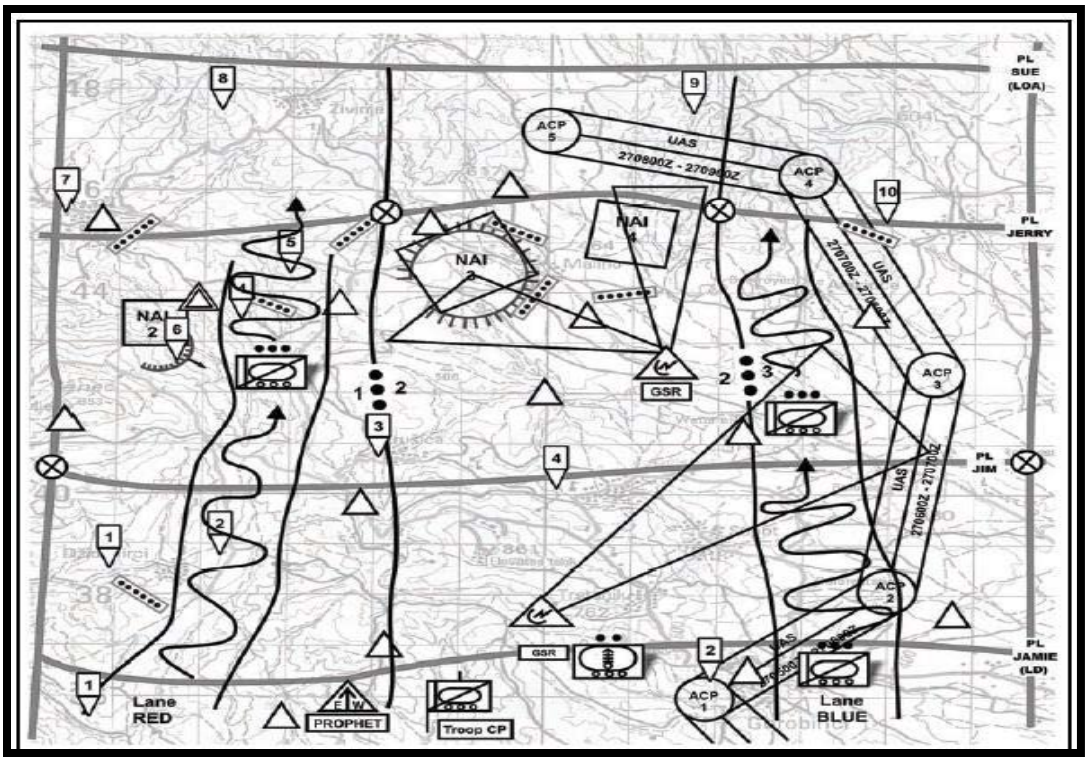
Checklist:

- ❑Conduct TLP's
- ❑Issue Order
- ❑Conduct coordination with adjacent units
- ❑Move to and deploy along LD
- ❑Execute LD
  - ❑Dismount scouts when
    - ❑Detailed recon necessary
    - ❑Gathering humint from populace
    - ❑Stealth is required
    - ❑Threat contacted expected
    - ❑Vehicle movement restricted
    - ❑Time is available
    - ❑Security is primary concern
- ❑ID and report all threat forces within area
- ❑Collect and report terrain info
- ❑Collect and report civilian information
- ❑Adjust reconnaissance tempo
- ❑Conduct reconnaissance handover
- ❑Report reconnaissance information

The commander normally assigns a zone reconnaissance when detailed information before maneuvering forces through a region defined by boundaries is needed. This information provides the commander with a detailed picture of how the enemy plans to defend the zone, enabling the commander to choose the appropriate COA. The platoon normally scouts a zone as part of a larger force, but may conduct a zone reconnaissance with proper augmentation. The scope of a zone reconnaissance may include the execution of route and area reconnaissance tasks.

Characteristics:
-Lateral Boundaries
-Generally larger then an area recon
- Routes must be reconnoitered

Area Recon



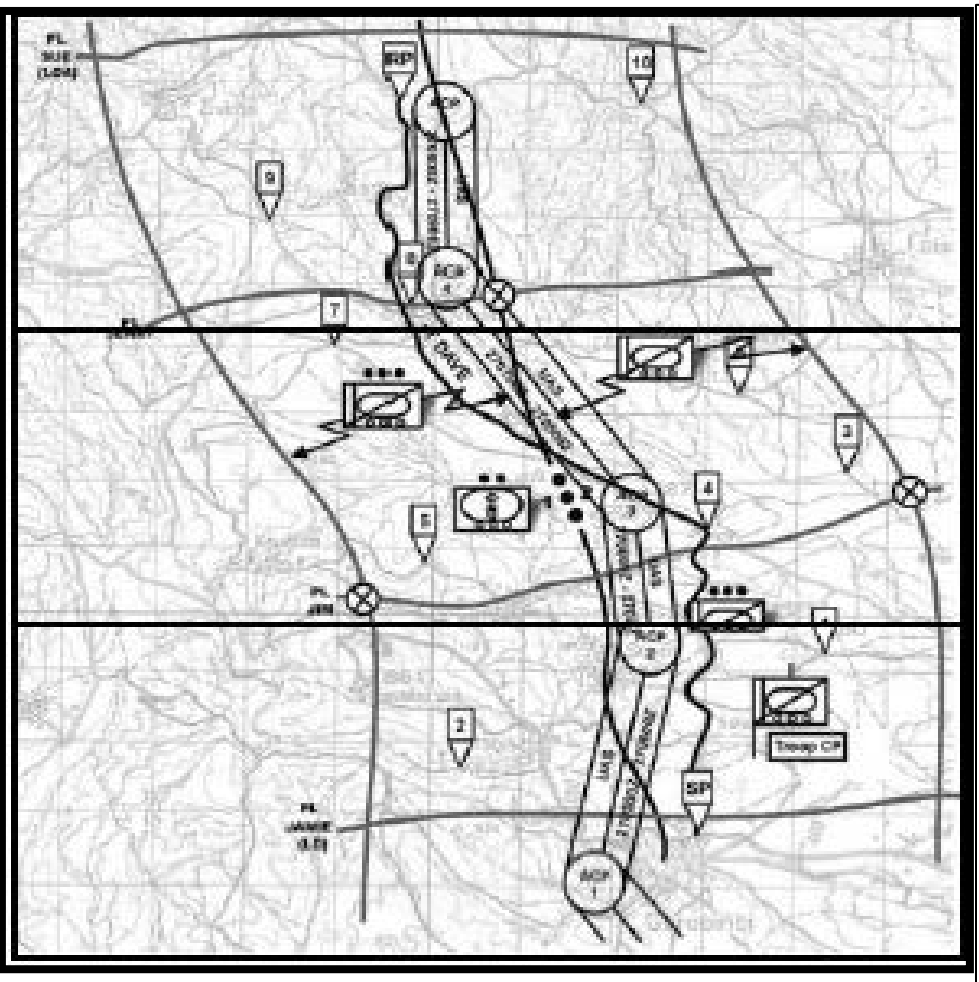
Checklist:

- ❑Conduct TLP's
- ❑Issue Order
- ❑Conduct coordination with adjacent units
- ❑Move to and deploy along LD
- ❑Execute LD
  - ❑Dismount scouns
- ❑ID and report all threat forces within area
- ❑Collect and report terrain info
- ❑Collect and report civilian information
- ❑Adjust reconnaissance tempo
- ❑Conduct reconnaissance handover
- ❑Report reconnaissance information

Characteristics:
-Continuous Boundaries
-Generally smaller then Zone Recon
-Routes need not be reconnoitered

An area reconnaissance is the directed effort of obtaining detailed information concerning the terrain or enemy activity within a prescribed area. The tasks accomplished by the platoon as part of an area reconnaissance are generally the same as those for a zone reconnaissance. In fact, area reconnaissance is often employed during a zone reconnaissance for small towns, dead zones, and NAIs. The primary difference that identifies an area reconnaissance is the reduced size compared to a zone reconnaissance.

Route Recon



CRITICAL TASKS:

1. Determine trafficability.
2. Find and report all enemy forces that can influence movement and terrain the enemy can use to dominate movement.
3. Reconnoiter all built-up areas.
4. Reconnoiter all lateral routes to the limit of direct fire range.
5. Inspect and classify all bridges.
6. Locate all fords or crossing sites near all bridges.
7. Inspect and classify all overpasses, underpasses, and culverts.
8. Reconnoiter all defiles.
9. Locate minefields and other obstacles.
10. Locate a bypass around built-up areas, obstacles, restrictions and contaminated areas.
11. Determine the type and volume of traffic.
12. Report route information.

TROOP:

1. Troop can be directed to recon up to two routes in zone.
2. Flank security tasked to the Troops without a friendly unit to tie its flanks into.
3. Each route assigned to a scout platoon. Platoon can only do one route.
4. If only one route exists in the Troop sector, one Scout Platoon is responsible for actual route reconnaissance and classification, and the other executes clearance of lateral routes and adjacent terrain.
5. Supporting units will be prepared to continue route reconnaissance if troop is in contact and be prepared to conduct hasty attack.
6. Troop Commander conducts initial IPB of the route to determine possible enemy positions and technique for clearing Built Up Areas (BUA).
7. Troops will utilize UAS assets for forward recon.

MORTARS:

1. Once scouts identify targets they will use indirect fires if possible to suppress, neutralize, or destroy the target within the context of the reconnaissance mission and engagement criteria.
2. If possible, indirect fire assets should be positioned well forward to support the troop during their route reconnaissance. The mortar section leader must report when he is bounding to another firing position.
3. Plan targets on likely ambush sites.
4. Employ suppression and obscuration fires to break contact with enemy.

LOGISTICAL SUPPORT:

1. Travel by checkpoint and triggers no more then 3 km behind trail combat element.
2. 1SG/XO designates CCP/MCP by phase or by phase line.

ATTACHMENTS:

1. FIST: Based on IPB, will travel along zone or route with Main Effort Platoon.
2. If available, engineer attachments travel with the Troop/Platoon most likely to encounter obstacles as determined by IPB.

Route Classification

Route Types:

Type X – All-weather route, open through year, waterproof surface, never closes except for flooding or snow blockage

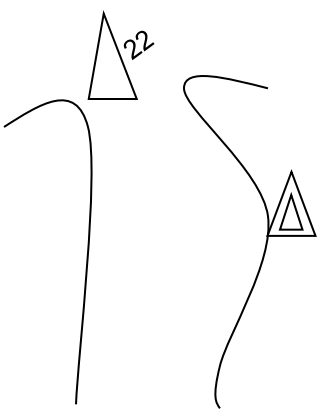
Type Y – Limited, all-weather route, non-waterproof surface considerable affected by rain, frost, thaw, or heat, closed up to one day at a time

Type Z – Passable only in fair weather, closes for long periods of time, only upgrades in event of realignment or engineer effort

Curve Calculation:

Radius< 25M = Obstructions
Radius< 45M = Reportable

$R = (C^2/8M) + (M/2)$
R = radius of the curve.
C = the distance from the centerline of the road to the centerline of the road at the outer extremities of the curve.
M = the perpendicular distance from the center of the tape (where C was measured) to the centerline of the road.
Example: If C is 15 meters and M is fixed at 2 meters, the formula becomes the following:
R = (152/16) + 2/2 = 15.0625



Single Curve Multiple Curves

Slope Calculation:

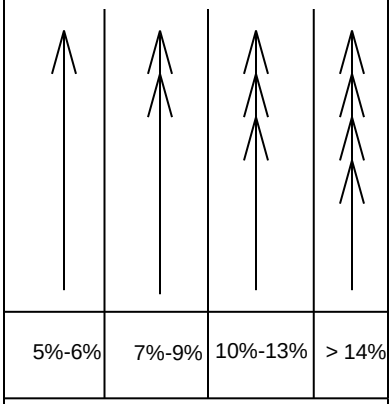
> 7% = Obstruction
> 5% = Reportable

Rise / Run X 100 = % Slope

Hasty Calculation:

Height (AVG) = 1.75m
Pace (AVG) = 0.75m

Symbols for slope:

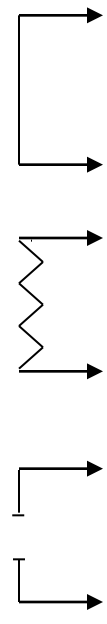


Bypasses:

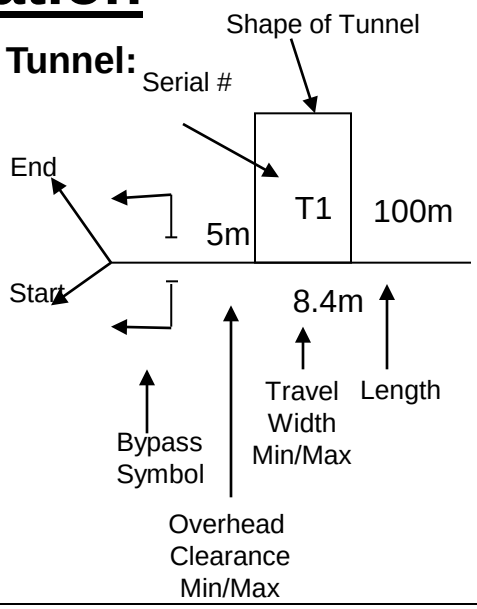
Easy =

Difficult =

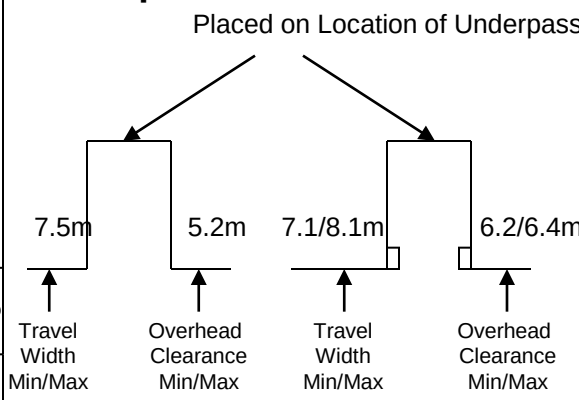
Impossible =



Tunnel:

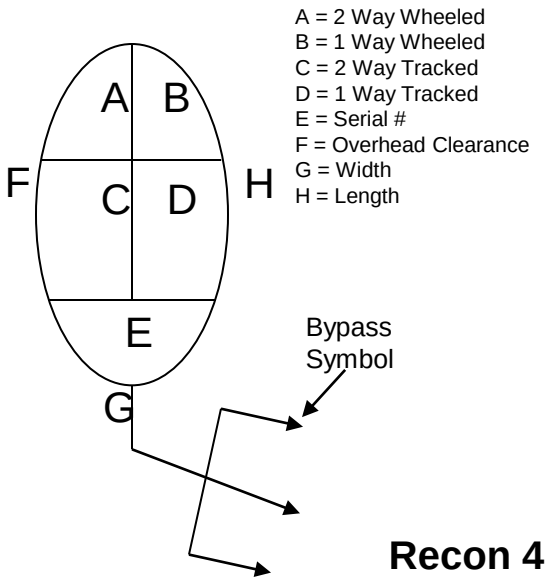


Underpass:



Without Sidewalks *With Sidewalks*

Bridges:

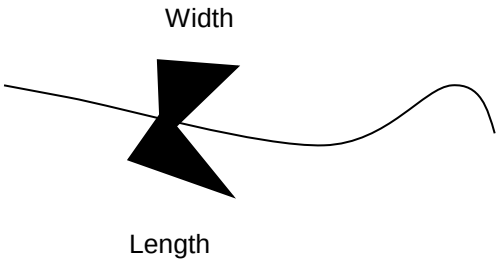


Recon 4

Route Classification

Route Constriction:

	Limited Access	Single Lane	Single Flow	DBL Flow
Wheeled	3.5m	3.5-5.5m	5.5-7.3m	7.3m
All Vehicle	4.0m	4.0-6.0m	6.0-8.0m	8.0m



Current Calculations:

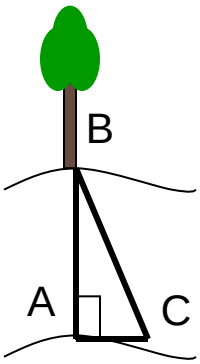
$$\frac{\text{Distance (in meters)}}{\text{Time (in seconds)}} = \text{m/sec}$$

Swift = . 1.5 MPS
Moderate = 1 MPS > 1.5 MPS
Slow = < 1 MPS

Key Tasks:

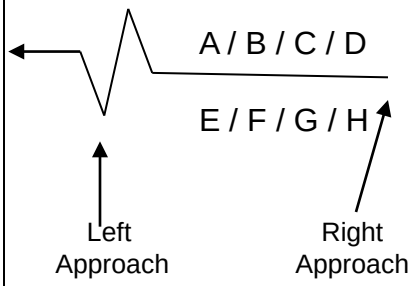
- Clear Lateral Routes out to direct fire range
- Secure near and far side of all obstacles
- Ensure the route is trafficable for the largest vehicle in the follow on unit

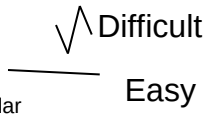
Ford Length:



1. Take azimuth from A to B
2. Moving left add 45
   moving right subtract 45
3. Move to Azimuth gained from #2
   (pointing at same object)
4. Measure A to C
   A to C = width of stream

Ford Symbol:





A – Serial #
B – Type
  V- Vehicular
  P - Pedestrian
C- Normal Stream velocity (MPS)
D – Seasonal limitations (X or Y, never Z)
E – Ford Length (in meters)
F – Ford Width (in meters)
G – Nature of Bottom
  M - Mud
  G - Gravel
  C - Clay
  R - Rock
  S - Sand
  P – Artificial Paved Surface
H – Normal Depth (in meters)

Route Formula:
A/B/C/D/E/F

A – Narrowest Roadway Width (meters)
B – Route Type (X,Y, Z)
C – Lowest Load Classification
D – Lowest Overhead Clearance
E – (OB) Obstructions, if any
F – Special Conditions
  T – Snow Blockage
  W - Flooding

Name: 2LT Ferguson, Turd
SSN: 123-45-6789
Unit: C Trp, 2-1 CAV
DTG: 11700OCT2008
Map: Irvington
Edition: 6
Scale:1:50,000
Remarks: All Measurements in Meters

Recon 5

Route Overlay Example

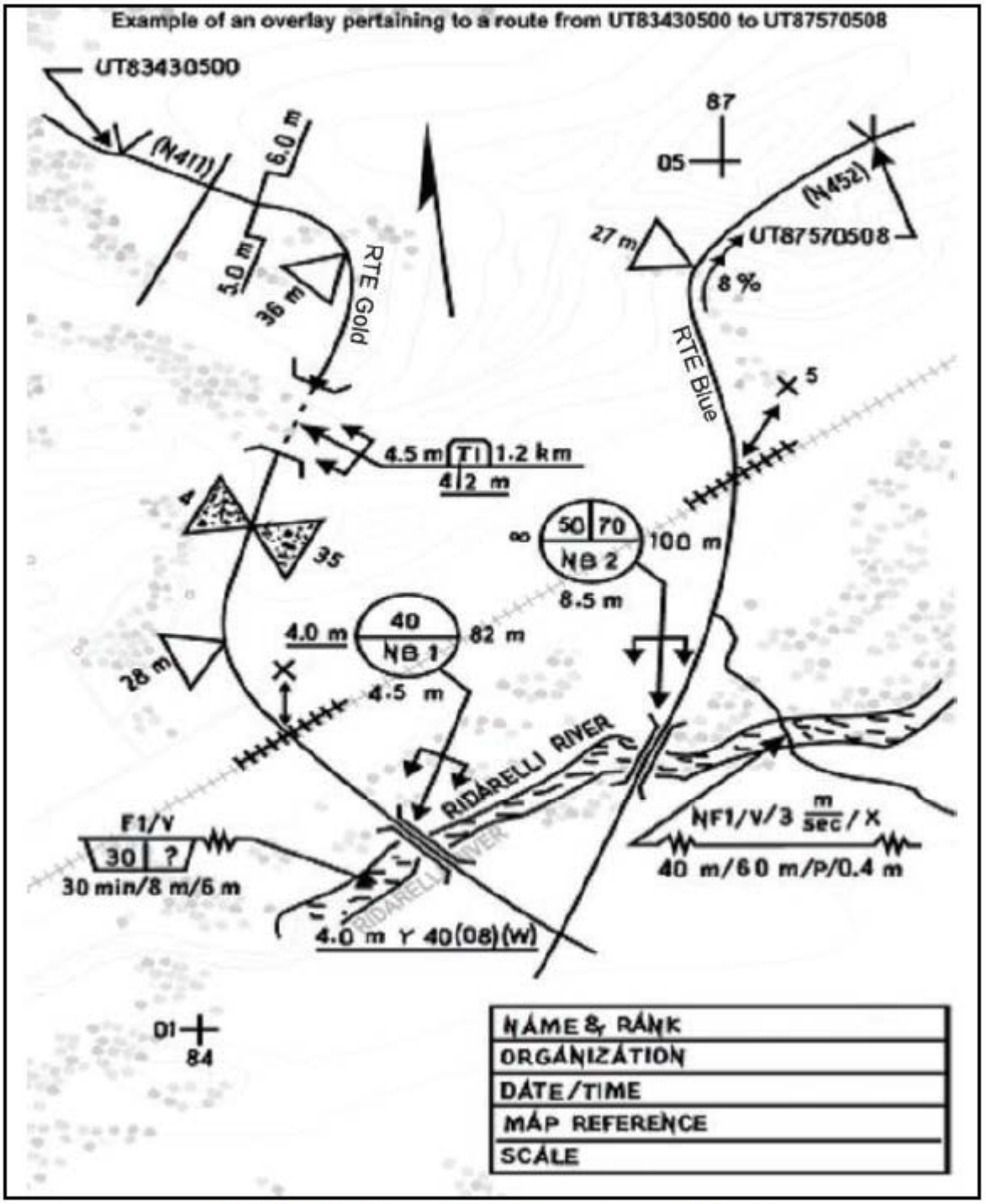


Figure G-3. Route classification overlay

Screen/Hasty Defense

Screen Operation Initial Priorities of Work

- ☐ Security
- ☐ Observation Plan (OPs redundant & in-depth)
- ☐ Indirect/Direct Fire Plan
- ☐ Maintenance/Resupply: Establish 2-3 days of supply
- ☐ Conduct Generic Rehearsals: withdrawal, direct and indirect fires, reporting, react to contact, UAS

Movement and Maneuver.

- ☐ Determine movement to occupy the screen: zone recon, infiltration, or tactical road march.
- ☐ Define and publish displacement criteria.
- ☐ Rehearse security drills, battle handover, passage of lines, and logistical operations.
- ☐ Troops engage and/or destroy enemy reconnaissance elements and conduct battle handover on larger forces as dictated in the operations order.
- ☐ Mounted/foot patrols move between OPs periodically to detect dismounted infiltration.

Intelligence.

- ☐ Focus organic surveillance and acquisition assets (UAS, LRAS, ground sensors, observers), on the most likely AA
- ☐ Request non-organic, higher assets to provide earlier acquisition information (e.g., TUAV, PROPHET, JSTARS, or Guardrail) to cue squadron organic assets.

Friendly Force IR

- ☐ Location, size, and orientation of the security area
- ☐ Initial location and types of OPs (if applicable)
- ☐ Time allocated to establish the security force
- ☐ Criteria for ending the screen mission
- ☐ Task organization and augmenting
- ☐ Intelligence support for screening forces
- ☐ Special requirements or constraints
- ☐ Information received from higher headquarters
- ☐ Critical reconnaissance and security tasks to accomplish
- ☐ Force to be screened
- ☐ Rear boundary of the screening force
- ☐ Possible follow-on missions (Length of operation will be critical in establishing long or short duration dismounted OPs and ambush sites)

Enemy PIR

- ☐ Enemy reconnaissance forces
- ☐ Any threat activity within NAIs
- ☐ Location and movement of the threat main body
- ☐ Location/disposition of follow on forces
- ☐ Civilian population sentiments and needs
- ☐ Infrastructure key to threat COAs

Graphics- Each platoon at a minimum must have

- ☐ 2-1 graphics (JCR / Analog)
- ☐ Squadron/troop boundaries (BH3/BH6 assigns troop boundaries within screen)
- ☐ NAIs and check points to orient surveillance
- ☐ Routes within the AO, with applicable check points
- ☐ Battle Handover Line (BHL), Limit of Recon (LOR)

Fires

- ☐ Integrate joint effects of indirect and direct fires, attack aviation, CAS, and non-lethal effects.
- ☐ Plan targets at chokepoints and on likely approaches (mounted and dismounted).-TAIs
- ☐ Scouts/indirect fire assets plan smoke and HE to support the screens' displacement or collapse.
- ☐ NFAs over OPs
- ☐ **TARGETS:** IAW SOP

Engineer Support- Engineers build OP survivability positions, improve roads and trails for lateral movement, and emplace situational obstacles if time permits.

Sustainment- Establish an RSSA within squadron battlespace if possible. Combat assets may be needed to secure logistical convoys to resupply units that are far forward of Command and Control.

Mission Command: The squadron TAC and main CP will deploy to support C2 due to the extended distances.

- ☐ Integrate initial and subsequent locations of the main CP.
- ☐ Ensure continuous line-of-sight systems and beyond line-of-sight access to the 1SBCT network.

Defensive Priorities of Work

1. Defensive Priorities of Work (12 hrs) *** It is acceptable to occupy a building**
"H" hour is the time we occupy the designated area. Priorities of work are centralized in order: security, maintenance (refit/rearm), rehearsals, personal hygiene, chow, and rest.
❑Establish security/clear out to 300m around position/locate likely dismounted avenues of approach (H+0 → H+.5hrs)
❑Pick/confirm firing positions, eyes on EA (H+0 → H+.5hrs)
❑Hide/camouflage vehicles (H+0 → H+.5hrs)
❑Establish NFA (H+0 → H+.5hrs)
❑Mark Vehicles (H+0 → H+.5hrs)
❑Emplace JCAD alarm (H+0 → H+.5hrs)
❑Complete range cards (H+.5 hrs)
❑Complete PLT sector sketch (H+.5)
❑Clear fields of fire (H+1 → H+7)
❑Recon alternate and supplementary fighting positions (H+1 → H+7)
❑ Dig primary positions and emplace overhead cover (H+1 → H+7)
❑ Dig hasty fighting positions for personnel not in primary positions (H+7 → H+11)
❑ Emplace obstacles and orientate crew served weapons (M240/ M2) on mounted and dismounted avenues of approach (H+7 → H+11)
❑Indirect fire plan complete and disseminated (H+7 → H+11)
❑Establish resupply operations (H+7 → H+11)

2. Screen Priorities of Work (2.5hrs)
"H" hour is the time we occupy the designated area.
❑1. Establish security/clear out to 300m around position/locate likely dismounted avenues of approach (H+0 → H+.5hrs)
❑2. Hide/camouflage vehicles (H+0 → H+.5hrs)
❑3. Get observation on NAI's (H+0 → H+.5hrs)
❑4. Complete range cards (H+0 → H+.5hrs)
❑5. Complete platoon sector sketch and terrain sketch (H+1)
❑6. Recon routes and alternate positions (H+1 → H+2)
❑7. Emplace obstacles and weapons (M240/ M2) on dismounted avenues of approach (H+1 → H+2)
❑8. Dig hasty fighting positions (H+1 → H+2)
❑9. Maintenance complete (H+2.5)

Screen/EA Development

a. Identify all Likely Enemy Avenues:

☐Recon area to determine likely Avenues of Approach & Key Terrain.

☐Evaluate Lateral Routes & Trails.

b. Determine Likely Enemy Scheme:

☐Enemy Units' Tasks & Purposes?

☐Where will the enemy Fix, Breach, or Envelop?

☐Where will individual Vehicles & Units go and what will they do?

☐How will the Enemy employ all Eight Forms of Contact?
(Direct, Indirect, Non-hostile, Obstacle, CBRN, Air, Visual, Electronic)

c. Determine Where to Kill the Enemy:

☐Identify & Mark TRPs that match the enemy scheme of maneuver.

☐Establish EAs around TRPs.

☐Develop necessary Direct Fire Planning Measures.

d. Plan and Integrate Obstacles:

☐Plan obstacle tasks that produce the desired effect on the enemy.

☐Utilize Engineers to create most effective obstacles.

e. Emplace Weapons Systems:

☐Ensure screen is set up in depth.

☐Determine what & how many weapons systems need to focus fires on each TRP to achieve the desired endstate.

☐Select Tentative OPs/ AT positions/MGS BPs (Primary, Alternate, Supplementary).

☐Recon OPs/AT positions/ MGS BPs (from Friendly & Enemy perspectives).

☐Ensure TRPs, EA, and Obstacles can be covered by Direct Fires.

☐Conduct Occupation of OPs/AT positions/ MGS BPs.

f. Plan and Integrate Indirect Fires:

☐Determine the purpose of fires and the essential fire support task that supports it.

☐Determine where the purpose can best be achieved.

☐Establish the observation plan, with redundancy for each target. Observers include the FIST, as well as members of maneuver elements with fire support responsibilities such as PSGs.

☐Establish triggers (Observation Plan, and NFAs).

☐Obtain accurate target locations.

☐Refine target locations to ensure coverage of obstacles.

☐Adjust artillery and mortar targets.

☐Plan FPF.

☐Request Critical Friendly Zones (CFZ) for protection of maneuver elements and NFAs for protection of OPs and forward positions.

g. Conduct an EA Rehearsal:

☐Full Dress Rehearsal

☐Rehearse Passage of Security Forces, Closure of Lanes, Routes, Actions on Contact, and Triggers

EA Development Cont.

All combat vehicles will, at a minimum have the following

CL IV equipment when preparing to conduct defensive operations:

- ❑ 2 x strands of Concertina Wire
- ❑ 4 x pickets
- ❑ 1 x C-wire gloves

The following equipment will be carried by the Platoon:

- ❑ 1 x TRP marking kit
- ❑ 2 x pair wire cutters
- ❑ 2 x bundle of sandbags
- ❑ 2 x picket pounders
- ❑ 2 x spool of barbed wire
- ❑ 2 x roll engineer tape
- ❑ 1 x FM 5-102 (Countermobility)

PRIORITY OF WORK (as dictated by TRP CDR):

- ❑ Emplace local security (all leaders).
- ❑ Position and assign sectors of fire for each weapon platform (platoon leader).
- ❑ Position and assign sectors of fire for the dismounted teams/OPs (platoon leader).
- ❑ Position and assign sectors of fire for local security teams (section sergeant).
- ❑ Establish command post and wire communications.
- ❑ Designate FPLs and FPFs.
- ❑ Clear fields of fire and prepare range cards.
- ❑ Prepare sector sketches (leaders).
- ❑ Dig fighting positions/direct proper assets where to dig and establish priorities.
- ❑ Establish communication and coordination with the Troop and adjacent units.
- ❑ Coordinate with adjacent units. Review sector sketches.
- ❑ Emplace antitank and Claymore mines, then wire and other obstacles.
- ❑ Mark or improve marking for TRPs and other fire control measures.
- ❑ Improve primary fighting positions and add overhead cover (stage 2).
- ❑ Prepare supplementary and then alternate positions (same procedure as the primary position).
- ❑ Establish sleep and rest plans.
- ❑ Distribute and stockpile ammunition, food, and water.
- ❑ Dig trenches to connect positions (if required by dismounts).
- ❑ Continue to improve positions—construct revetments, replace camouflage, and add to overhead cover.

Direct Fire Planning

1. Identify probable enemy locations.
2. Determine where to focus combat power
3. Establish a means to distribute fires effectively
4. Establish weapons ready posture and triggers
5. Evaluate the risk of fratricide / establish control measures
6. Assign sectors / directions of fire
7. Rehearse

Terrain Based Fire Control Measures	**Threat Based Fire Control Measures**
1. Target Reference Point (TRP) 2. Engagement Area (EA) or Objectives 3. Sector of Fire 4. Direction of Fire 5. Terrain-based quadrant 6. Friendly-based quadrant 7. Maximum Engagement Line (MEL) 8. Restrictive Fire Line (RFL) 9. Final Protective Line (FPL)	1. Fire patterns 2. Target array 3. Engagement priorities 4. Weapons ready posture 5. Rules of Engagement (ROE) 6. Weapons safety posture 7. Engagement techniques

Weapons Control Statuses

"Weapons Hold"

Engage only if engaged or ordered to engage.

"Weapons Tight"

Engage only if positively identified as enemy.

"Weapons Free"

Engage any targets not identified as friendly.

Principles of Fire Control

1. Mass the effect of fire
2. Destroy the greatest threat first
3. Avoid target overkill
4. Employ the best weapon for the target
5. Minimize friendly exposure
6. Prevent fratricide
7. Plan for extreme limited visibility conditions
8. Develop contingencies for diminished capabilities

Blackhawk Standards for OP Operations

☐Maintain local security; noise, light and litter discipline are inherent elements of your security.
☐Ensure OP has critical optics (LRAS3/TRGR/PAS 13).
☐Minimize your signature when occupying an observation post. Use covered and concealed routes.
☐Maintain communication with higher. If you lose communication you must move to a location where you can establish communications and implement the loss of commo plan.
☐Report all information rapidly and accurately.
☐Maintain constant reconnaissance of all assigned NAIs.
☐Plan indirect fires to support your withdrawal.
☐Always submit NFA's for all manned OPs.

Section leaders determine suitability of OP sites based on these criteria:

☐OP must be able to communicate with Section, and ideally PL/PSG.
☐OP must allow maximum surveillance of assigned sectors, enemy avenues of approach, and/or NAIs. The dismounted team leader adjusts OP sites accordingly and reports any changes to the platoon leader.
☐OP must provide adequate cover and concealment for the observers.
☐OP must have access to concealed routes back to the ORP.
☐OP locations must not attract attention.
☐Dead space around the OP must be covered using obstacles/early warning devices.
☐The parent platform/command post must populate all OPs via FBCB2 IOT allow for the establishment of NFA's.
☐Ideally, the OP is supported by direct or indirect fires.

PCC/PCI Considerations:

☐Binoculars / LRAS3 dismount capable (batteries)
☐Crew Served Weapons (M240L/JAVELIN)
☐Pyro: Smoke, 1x White Star Cluster
☐Appropriate Field Gear (Wet/Cold Weather, etc.)
☐Pad and pen
☐Portable Radio with required range
☐Ammunition
☐Class I (duration dependent)
☐Night Vision Equipment
☐Visual Recording Equipment

Rehearsals:

☐Reporting
☐Retrograde into and out of direct/indirect contact

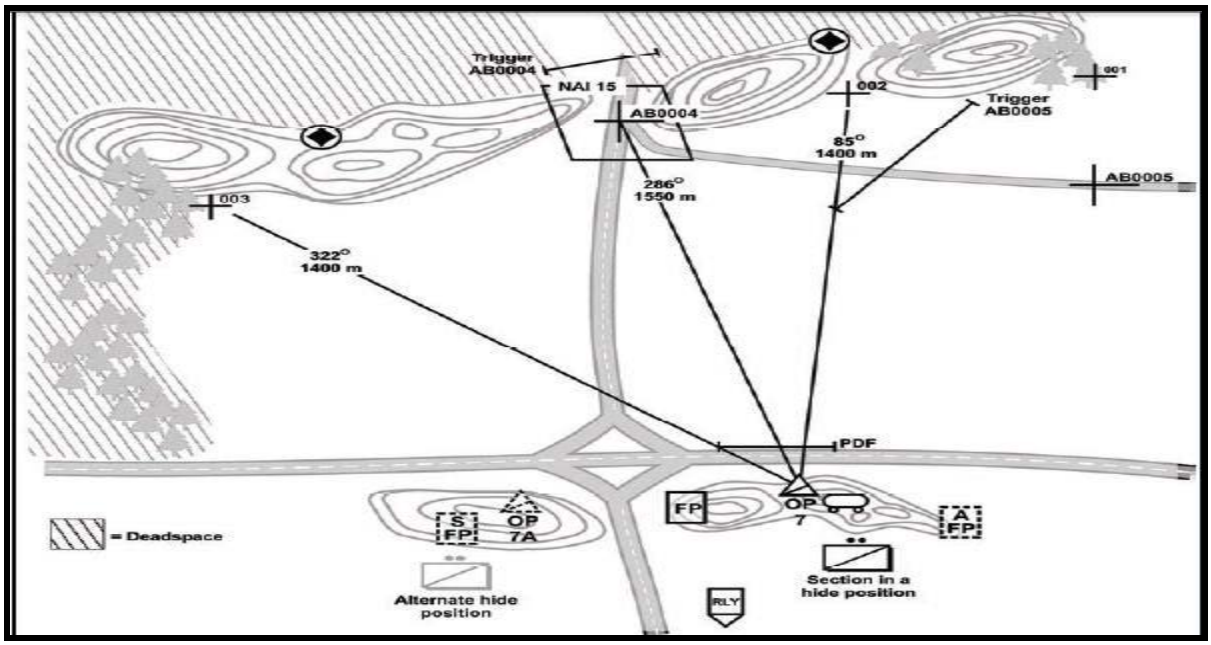
BLUES:
B: Blend in w/ surrounding area
L: Low to the ground construction
U: Unexpected site
E: Evacuation routes
S: Side of hill, do not silhouette

CWORMS:
C: Compass/GPS (DAGR)
W: Weapon (Crew served, JAV, Personal)
O: Optics (LRAS3/NVG/PAS13/Analog)
R: Radio (FM/HF/etc.)
M: Map (with appropriate graphics)
S: Seasonal Gear/SOP/Necessary CBRNE

SHORT OP- A platoon (2-3 man teams w/ vehicle support) has the capability to man up to 6 OPs for <12 hours
LONG OP- A platoon has the capability to man up to 3 OPs for >12

If compromised, the priority for the OP will be to destroy all communications equipment (remove and destroy SKL CIK key, z-out all radios) and any commo information that could hinder friendly operations. Destruction entails complete inability of any force to use the given equipment. **Sec 6**

OBSERVATION POST OCCUPATION CARD



1. REMAIN UNDETECTED AND SECURE

- ❑ Ensure 360 degree security of OP site
- ❑ Camouflage personnel, position, and vehicles
- ❑ Identify exfiltration routes in case of compromise
- ❑ Strictly enforce noise, light, and movement discipline. (Red lens is visible at a distance.)
- ❑ Establish Rest Plan

2. ESTABLISH COMMUNICATIONS

- ❑ Confirm radio check in procedures with higher
- ❑ Confirm position
- ❑ Confirm COMSEC and battery requirements
- ❑ Understand how to execute No Communications Plan (Established during OPORD)
- ❑ Memorize Squadron frequencies which are constantly monitored

3. KILL WITH FIRES

- ❑ Develop IDF targets, call to higher
- ❑ Identify trigger lines (Day & Night)
- ❑ Report BDA
- ❑ Hand off enemy targets to next OP

CALL FOR FIRE =1Min

GUNS COMPUTATIONS = 2Min

GUNS LAY ON TARGET = 2Min

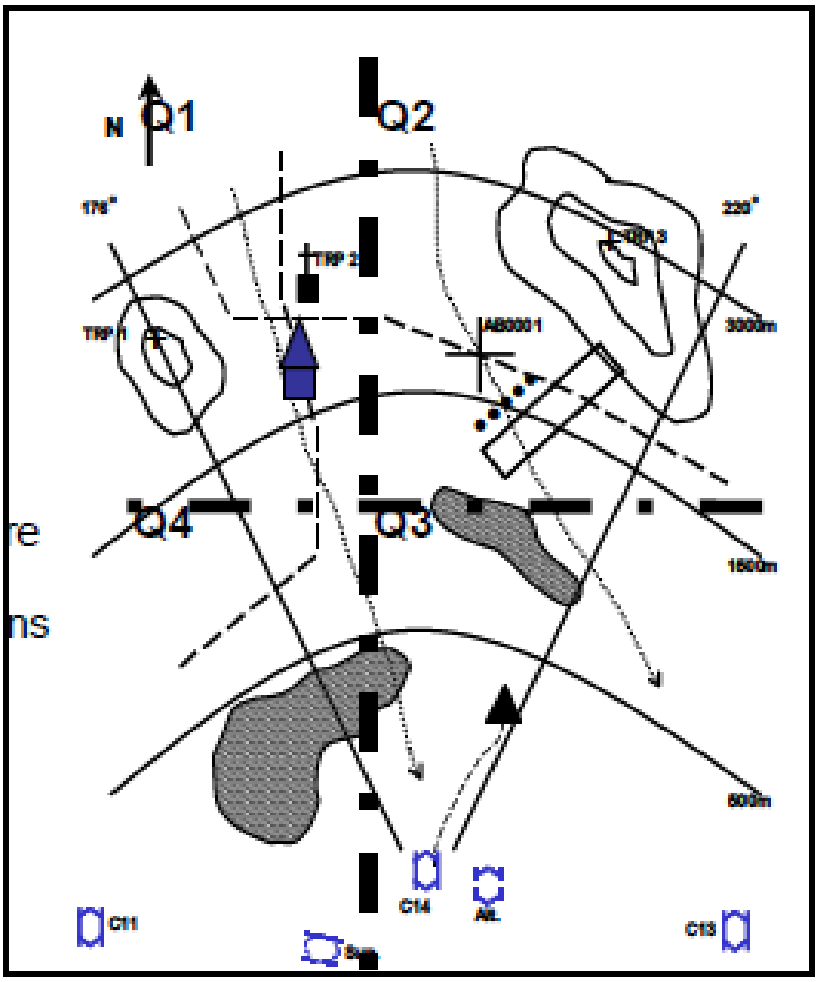
TIME OF FLIGHT = 30Sec

TOTAL = 5:30min

Sector Sketch

Sector Sketch requirements:

☐Grid north arrow
☐Key terrain
☐Identifiable landmarks
☐Avenues of approach (mounted, dismounted)
☐Engagement areas
☐Primary, alternate, supplementary positions.
☐Primary/alternate sectors of fire with azimuths
☐Crew served weapons positions
☐TRPs
☐Indirect fire targets
☐Obstacles
☐OP positions and routes
☐Dead space
☐Land line routes
☐CBRNE alarm positions
☐Adjacent elements and positions
☐Legend or key if needed
☐Produced in duplicate (1 retained, 1 to higher)
☐Written in permanent marker
☐Passed to relieving element



Quadrant Direct Fire Plan

☐Extremely effective in offensive operations
☐Commander identifies a central point, either an existing landmark, or designated TRP as the center of the sector.
☐Corners of the quadrant may or may not be identified depending on the terrain and the situation.
☐The quadrant is visualized as shown above with the CDR defining quadrant responsibilities for each unit.

Local/Area Security

Local security is low-level security tasks conducted near a unit to prevent surprise by the enemy. This is an important part of maintaining the initiative. The requirement for maintaining local security is inherent in all missions. The reconnaissance unit may support local security as part of a larger unit or maintain local security independently away from friendly elements. In some cases, as when the unit is part of a CAB or BCT, it maintains its own assembly area and local security within the larger unit's footprint. Local security includes all measures taken to prevent surprise by the enemy, including missions against the unit's location. It involves avoiding detection by the enemy or deceiving the enemy about friendly positions and intentions.

Units that come to a halt during missions dismount to provide local security around their vehicles. This prevents surprise and the loss of Soldiers and equipment to dismounted enemy elements. While dismounted, scouts present as small a target as possible while still observing the area and approaches around their location. They are ready to engage the enemy under favorable conditions such as:

- ☐Employing platoon observation posts.
- ☐Employing patrols to cover perimeter and dead space.
- ☐Establishing threat levels and procedures.
- ☐Enforcing stand-to.
- ☐Enforcing proper communications procedures.
- ☐Employing camouflage.
- ☐Enforcing noise and light discipline.
- ☐Employing sensors for surveillance of the area around the unit.

Area security movement and maneuver

☐Troop-Provide accurate and timely intel on terrain and enemy force in area
☐Units must conduct offensive reconnaissance to establish presence,
☐Make and maintain threat contact with smallest friendly element
☐Engagement and disengagement criteria
☐Engineer or available assets move with unit most likely to encounter enemy obstacles
☐UAV Assets-Confirm/deny enemy template
☐COP placement for extended operations (occupied by an augmented platoon)

Intelligence

☐Pattern and Red Zone analysis
☐ID potential enemy AA-NAI's
☐Updated bolo list- 1 per vehicle PROTECTION
☐Aviation provides a responsive force capable of reacting to any threat penetration.
☐Provide aviation with graphics and NAI matrix

Fires Priority- Main Effort (ME)
Mortars- Organic to Troop
FECC- Moves with BH 3, TRP FIST teams may be thundered to support Squadron FS plan

Sustainment Logistic Assets

☐Move to best support maneuver plan based on METT-TC. Confirmed at Log Synch rehearsal.
☐Identify key decisions and CCIR

BH 6 moves w/ME, BH3 moves w/SE
TOC- moves IOT maintain commo w/1SBCT
CTCP- Positions to support LOG C2
RETRANS- Positions to maintain comms with 1SBCT

Route Security

Route Security is a specific type of area security mission used to prevent a threat from attacking, destroying, seizing, containing, impeding, or harassing traffic along a specified route or line of communication (LOC).

- Route security is defensive in nature but employed aggressively.

INTELLIGENCE

- Conduct IPB to identify choke points, bridges, tunnels, critical road junctions, and other built-up areas focusing on the most probable enemy attack method and point obstacle and ambush locations. These determine the essential route area the maneuver forces will secure.
- Develop a detailed R&S plan, incorporating modern battlefield techniques to monitor the route such as UAS, forward-look airborne radar, infrared radar, and satellite images.
- A daily flight should be conducted over the area by attack-helicopter teams to provide up-to-the-minute intelligence.
- Provide intelligence update to company/team leaders before departure.

MOVEMENT AND MANEUVER

- One method of conducting route security utilizes route reconnaissance patrols along the route at irregular intervals. This method is used when the entire route cannot be secured using static, mutually supporting positions.
- (Economy of Force Method) Another method consists of utilizing static positions (TCPs/COPs) at critical junctions and chokepoints. This method can be combined with the previous one where route recon patrols are conducted between static positions.

FIRES

- If COPs are established along the routes, integration of fires from the Troop's organic mortars or Squadron FS assets are critical.
- Priority targets shift in conjunction with the troop movement on the route.
- Clearance of fires is the responsibility of the maneuver CDR in whose sector the target is located.

SUSTAINMENT

- Route security is supported with a logistical/medical package operation out of FOBs.
- Routes to each FOB must be annotated on every map.
- The priority evacuation method is by ground to the closest FOB if in proximity or air evacuation otherwise.

C2

- The squadron designates a QRF to support Route security. Rehearsals include:
  - Actions on the objective/obstacle
  - Reaction to enemy contact
  - Reaction to IED
  - Reaction to a near or far ambush

Passage of Lines Checklist

STATIONARY UNIT PROVIDES		PASSING UNIT PROVIDES	
1	Unit designation	1	SOI data-including digital links between ABCS equipment
2	Enemy situation at front	2	Numbers and types of passing vehicles
3	Friendly situation / location of units	3	Passing unit's OBJ and attack plan, PA
4	Unit Mission and Battle Plan	4	Order of march
5	Locations for Passing unit CPs, sensors and FA, EW, ADA, Engineer, Signal and Logistic elements	5	Recognition signal (day/ night)
6	Contact Points, Passage Lanes, Passage Points, Attack positions, o/o AA, RP, TCP	6	Estimated time of arrival of units at each contact point and markings of the first and last vehicles
	Obstacles / Contaminated Area	7	Terrain requirements for passing elements
8	Indirect fires available and target locations		
9	CS and Logistical support to be provided		
10	Decon site location		
11	SOI data-including digital links between ABCS equipment		
12	Near and Far recognition signals		
13	Persons manning contact point/ link up time		
14	Establish common graphic control measures		
15	Use of deception, EW, counter surveillance and smoke		

CONDUCT A PASSAGE OF LINES

STATIONARY UNIT ACTIONS		PASSING UNIT ACTIONS	
1	Meet at contact point with recognition signal	1	Meet at contact point with recognition signal
2	Confirm passing unit's coordinated info	2	Provide changes to previous coordinated info
3	Provide changes to previous coordinated info	3	Confirm stationary unit's coordinated info
4	Ensure passage lane is clear and manned	4	Report to CDR when stationary unit is ready
5	Initiate support	5	Unit moves directly to contact points
6	Assist unimpeded passage with guides	6	Displays recognition signal
7	Report passage completion to BCT TOC	7	Unit moves directly through under control of stationary unit
		8	Unit reports completion of passage to BCT TOC
		9	Collocate TOC with Stationary units TOC if possible

Adjacent Unit Coordination/ Reconnaissance Handover

Adjacent Unit Coordination

Before Mission (NLT 24 hrs out)

- CDR or representative from each unit exchange the following
  - 5W's for their mission
  - Unit graphics to include enemy most probable and most dangerous COA's
  - Frequencies and call signs
  - Near/Far recognition symbols
- CDR briefs subordinate leaders on adjacent unit information
- CDR assigns contact points to subordinate units for adjacent unit

During Mission

- CDR or leader of responsible unit coordinates movement to and execution of contact points
- Coordination must also be conducted for the following situations:
  - Movement into adjacent unit's sector
  - Adjacent unit movement into unit's sector
  - Enemy contact in or near adjacent unit's sector
  - Firing into adjacent unit's sector
  - Enemy movement in or into adjacent unit's sector
  - Any other times deemed necessary

Contact Point Checklist

- Enemy situation (strength, type, location, etc)
- Own unit disposition (task, purpose, front line trace, etc)
- Unit level graphics
- Location of obstacles, IED's, and contaminated areas
- Frequencies and call signs
- Recognition signals
- Tactical support available
- Location of next contact/coordination point

Reconnaissance Handover

Planning

- Coordinate for redundant surveillance to assist in maintaining enemy contact during handover
- Coordinate location and criteria for handover with higher
- Coordinate a communications plan between units
- Coordinate fires, exchange fire support plans, and coordinate fire control measures
- Coordinate target handover
- Coordinate graphic control measures
- Coordinate collocation of CP's
- Coordinate transfer of C2
- Plan for integration of nondigital elements

Preparation

- Find handover criteria in the higher headquarters order
- Establish communications plan between the units
- Establish recognition signals to prevent fratricide
- Understand and exchange information requirements
- Coordinates to all indirect fire grids
- Rehearse

Relief in Place Checklist

A. Link up.

- ❑ (1) Units contact each other via FM(P) net to work out exact linkup location (FBCB2 is Alternate).
- ❑ (2) Unit leaders at each relieving point identify link up point (rotate to avoid patterning).
- ❑ (3) Both units responsible for security during link up.

B. Information Exchange.

- ❑ (1) Location of weapon systems by type (sniper rifles, crew served, etc.).
- ❑ (2) Last known enemy contact(s) (SALUTE report and form of contact [i.e. Indirect, Direct, Observation or Obstacle/IED]).
- ❑ (3) Last known suspicious activity (SALUTE report and form of contact [i.e. Indirect, Direct, Observation or Obstacle/IED]).
- ❑ (4) All Friendly unit (to include Local Security Forces and MPs if known) dispositions (location, composition, orientation, scheduled patrols and FM frequencies).
- ❑ (5) Known adjacent unit large scale operations.
- ❑ (6) UAS and Attack Aviation scheduled windows of support, flight plan, etc.
- ❑ (7) Raven / Shadow Operator GO.
- ❑ (8) Position Range Card exchange (Terrain orientation, TRPs, sectors of fire, RFLs, obstacles, etc.).
- ❑ (9) Unit Fire Plan (Friendly EAs, Fields of fire, Fratricide prevention measures, etc.).
- ❑ (10) Unit Obstacle Plan (if any).
- ❑ (11) MEDEVAC LZ (location and confirmation TOC has location).
- ❑ (12) Any additional Graphic Control Measures created during that shift.

C. Coordinate.

- ❑ (1) Sequence of Relief (east to west, north to south, etc.).
- ❑ (2) Turnover of OPs (mounted and dismounted).
- ❑ (3) Turnover of C2.
- ❑ (4) Relieved unit exfil routes.
- ❑ (5) Transfer of any Classes of supply or equipment that remain at the position.
- ❑ (6) Transfer of any personnel that remain at the position.

D. Exfil and assumption of mission.

- ❑ (1) RIP preferably done during hours of limited visibility.
- ❑ (2) Unit begins sequence of relief.
- ❑ (3) Relieved unit moves along planned exfil routes to release point.
- ❑ (4) Relief is conducted quickly and quietly maintaining the highest level of security.
- ❑ (5) Transfer of responsibility for overall security now to relieving unit.
- ❑ (6) Relieving unit and relieved unit operate on relieved units net until RIP is complete.
- ❑ (7) Relieving unit subordinate positions inform relieving unit leader that all positions are established.
- ❑ (8) RIP complete when relieving unit informs SQDN TOC via FM.

Quartering Party - Troop

COMPOSITION

1.XO/1SG -Leader of the quartering party, he is overall responsible for the execution of the mission, selection of the site and establishment of the AA. Times the road march route and ensures that it is trafficable in conjunction with the senior scouts.

2.CBRNE specialist (if CBRNE threat exists)-Responsible to ensure that the appropriate chemical defensive techniques are utilized and that the AA is free of contamination prior to dismounted clearing of potential AA. The Quartering Party will SP in MOPP 2. At a designated location determined by the XO/1SG the Quartering Party will stop, upgrade to MOPP 4, and then continue into the AA. Once in the AA, the CBRNE specialist will execute unmasking procedures.

3.Mortar section gunner -Responsible to take grids in potential locations for the MCVV after the area has been cleared. Will locate and establish two firing points for the mortar tracks and ensure that they are set on the priority target designated by the commander or XO.

4.Senior Scout Section-Each scout platoon will send their senior scout with the quartering party. Their dismounts are responsible for marking of vehicle positions within their platoon.

a.1st Platoon Senior Scout: Leads the quartering party team on the road march. Responsible for marking and locating bypasses on the route to the AA. Provides far side security.

c.2nd Platoon Senior Scout Provide near side security

e.1ST and 2nd Platoon Dismounts: Dismounts are responsible for clearing the AA by conducting a detailed area recon of the site, ensuring that there are no obstacles or booby traps in the AA and marking any that are found. Dismounts will clear the area with a mine detector as well. Once the area is clear the dismounts will mark potential vehicle locations with the appropriate flags or chemlights for their respective platoon. Upon completion of this task one dismount from each platoon will return to the entry point, link up with the XO/1SG and be prepared to guide their respective platoons into position.

5.Dismount per vehicle of occupation party-These are the most vital players during the occupation phase. They are responsible for linking up with the platoon representatives at the RP and guiding the vehicles into the proposed vehicle locations.

EQUIPMENT:

1.Vehicle marking flags
2.Chemlights
3.CBRN detection equipment
4.Flashlights w/filters
5.3xPRC-119 w/ backpack
6.Engineer tape and stakes
7.Mortar equipment (DAGR, marking sticks, plotting board)
8.Mine detection kit
9.Map and graphics
10.VS-17 panels

PRIORITIES:

1.Area reconnaissance of assembly area
2.Secure the area
3.Organize the area
–Select and mark unit and vehicle positions
–Improve and mark routes
–Mark or remove obstacles
4.Perform guide duties
–Link-up at RP
–Lead units to positions

Site Unsuitable Plan: XO/1SG informs CO that chosen location is unsuitable, and recommends new location. CO confirms.

Sequence of Events:

a. Upon arrival at the RP 2nd Platoon elements establish near side security. The HQ elements stand fast at the RP.
b. 1st Platoon elements clear through the proposed site mounted to establish far side security.
c. Once far side is set, the CBRNE NCO executes CBRNE recon. If the site is all clear than the quartering party may unmask. If not the decision has to be made whether or not the site should be moved or remain where it is.
d. Dismounts commence clearing the area once the CBRNE recon is complete and judged clear. Each individual team must ensure that they check the area for booby traps, mines and obstacles. If any are located the engineer tape is to be used to mark them until they can be removed. Once the area is completely clear the dismounts commence marking the locations for their platoons.
e. HQ vehicle moves to set the CP location and dismount the mortar section sergeant so that he can lay in positions for his guns.
f. Once positions are marked and platoon representatives are co-located with the XO/1SG at the RP, the XO/1SG calls the main body to let them know that the location is set and ready to be occupied.
g. The main body rolls through the RP while each guide picks up their platoon and sets vehicles in their initial positions. Platoons call set to the TOC when vehicles are set in their locations. After this the Troop begins Assembly Area procedures as dictated in the priorities of work

Quartering Party - Squadron

1. **Quartering parties have four responsibilities:**
   a. Conduct Reconnaissance
   b. Secure the Area
   c. Organize the Area
   d. Guide Arriving Units
2. **Conducting Reconnaissance**- An area reconnaissance is performed to determine suitability of the area. Besides assessing terrain and routes, the Squadron Quartering Party conducts CBRN reconnaissance to ensure the selected area is clear and communications reconnaissance to emplace the Squadron TOC and required RETRANS.
3. **Securing the Area-** The quartering party also provides initial security of the area until the main body arrives. Aerial reconnaissance (i.e., UAS) can help the quartering party secure the assembly area by conducting screening missions and surveillance of possible threat avenues of approach.
4. **Organizing the Area-** The SQDN Quartering Party must select and mark unit and vehicle positions, improve and mark routes, and mark or remove obstacles.
5. **Guide Arriving Units-** Guide duties include meeting units at the RP and leading them to positions.
6. **SQDN Quartering Party Composition-** The SQDN Quartering Party will be comprised of the following elements:
   a. SQDN TAC (+): S3, FSO, OPS SGM, CHEMO, RETRANS
   b. A TRP Quartering Party (QP)
   c. B TRP Quartering Party (QP)
   d. C TRP Quartering Party (QP)
   e. E TRP Quartering Party (QP)
   f. Quartering Party from any attached Company/Troop
   g. 1 x Mortar Section (From supporting operation 1 [SO1])
7. **Scheme of Maneuver**
   a. **Mission Command:** The SQDN S3 will be the OIC of the SQDN Quartering Party. The OPS SGM will be the NCOIC.
   b. **OOM:** 1 x QP, SQDN TAC (+), 1 x QP, Mortar Section, 2 x QP
   c. **MOPP:** The SQDN Quartering Party will SP in MOPP 2. At a designated location determined by the SQDN S3 the SQDN Quartering Party will stop, upgrade to MOPP 4, and then continue into the TAA. Once in the TAA, the SQDN CHEMO will execute unmasking procedures.
   d. **Area Reconnaissance/Security:** Once the CHEMO confirms the TAA is clear, the SQDN Quartering Party will downgrade to MOPP 0 and will execute area reconnaissance to clear the TAA of enemy elements and identify all obstacles. When complete with clearing the TAA, the SQDN Quartering Party will establish 360 degree security.
   e. **Communications:** The SQDN TAC(+) will identify the best location for the SQDN TOC and emplace the RETRANS as needed.
   f. **Emplacement:** The Quartering Parties from the Troops will identify the best locations for their Troop elements. One section from the Platoon will execute link-up with the Troop at the RP when it arrives and guide it into position within the TAA IOT facilitate rapid occupation.

Site Unsuitable Plan: S3 informs SCO that chosen location is unsuitable, and recommends new location. SCO confirms.

Troop Quartering Party Checklist

Quartering Party Checklist		
STEP	**ACTION**	**X**
1	Inspect intended assembly area for: Enemy; CBRN Contamination; Mines; Obstacles; Cover; Concealment; Drainage; Ground surface to support vehicles; Adequate entry and exit; Adequate dispersion	
2	Secure Troop Area until unit arrives	
3	Establish and maintain communication	
4	Clear or mark obstacles	
5	Select general location of vehicle positions; mark places	
6	Select cover/concealed route to RP; provide guide to Main Body	
7	Guide Troop into area	
8	Brief Troop Commander	

Assembly Area

Immediate actions.
☐Establish 100% security
☐Position vehicles
☐Reduce to REDCON 2 on Troop short count (XO/1SG Decision)
☐Establish OPs
☐Assign sectors of fire, TRPs, trigger lines
☐Conduct hands-on sensitive items check
☐Develop range cards and sector sketches

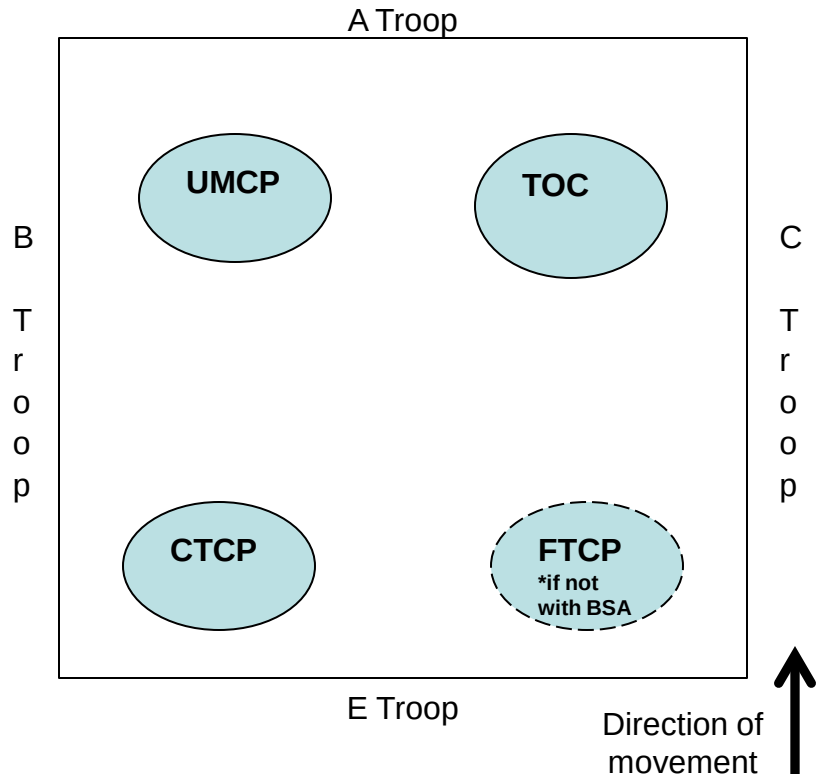
Arrival +30 minutes:
☐Reduce to REDCON 3 (XO/1SG Decision)
☐Emplace CBRN alarms if CBRNE threat exists
☐Coordination with adjacent units complete
☐PLT Sector Sketch to Troop

Arrival +60
☐Troop Range cards/sector sketches to Squadron.

Arrival +90 minutes:
☐Reduce to REDCON 4 (XO/1SG Decision)
☐Troop fire plan complete.
☐*Priorities of work:*
1. Security
2. Weapons/LRAS checks
3. Maintenance
4. Resupply
5. Rest/Hygiene
6. Continual position improvement

Arrival +120 minutes
☐Report troop status to higher HQ.
☐Implement rest plan.
☐Establish personal hygiene and field sanitation site, establish field sanitation measures (Cat holes-Field latrines-Plastic bags-Burying procedures for garbage during operational deployments IAW host nation regulations)
☐Troop defensive plan forwarded to higher headquarters via FBCB2.

Squadron Assembly Area



Intelligence- The S2 completes IPB of the area, identifying enemy avenues of air and ground approach into the new assembly area

Maneuver- The commander or S3 chooses a method for occupation (whole Squadron assembly area or separate subunit assembly areas) and tentative unit locations based on METT-TC.

Fire Support- FS requirements are coordinated with units already positioned near the new assembly area. Support shortfalls between requirements and availability are coordinated with either higher or adjacent units.

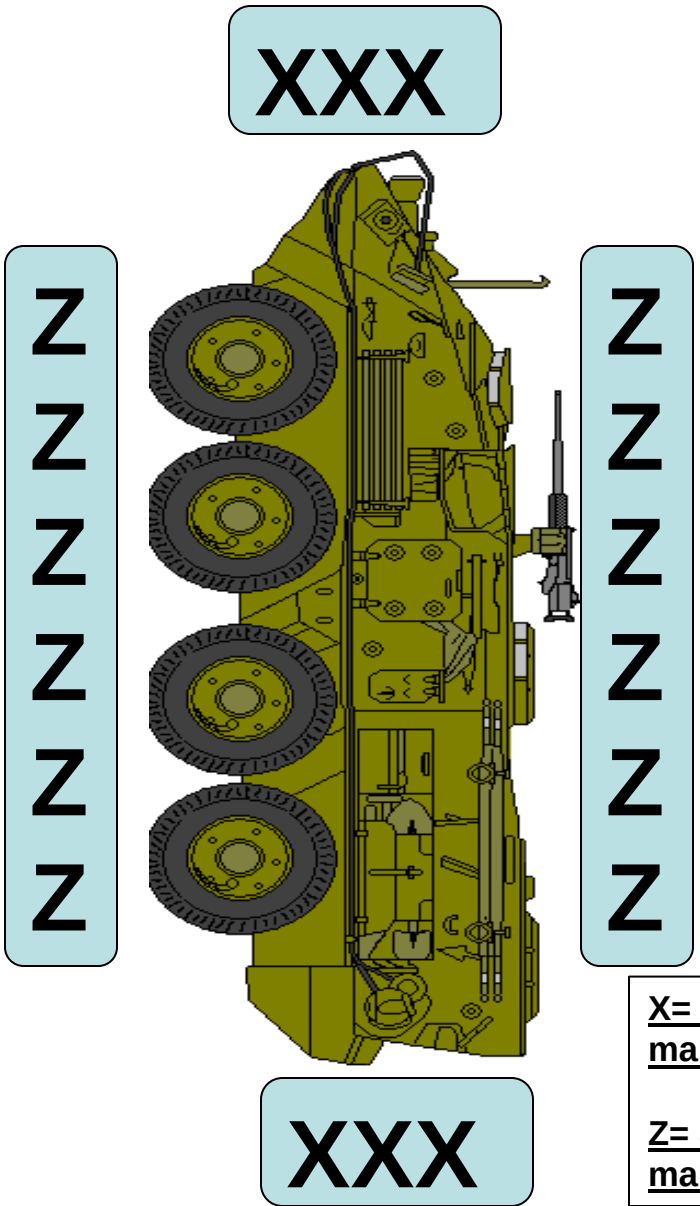
Engineer Support- The squadron is responsible for all mobility and survivability tasks in the assembly area.

Logistics Support- S4 recommends CSS positioning and typically positions the combat trains near the squadron main CP and centered within the AA.

Command and Control- The HHT CDR and OPS SGM mark tentative locations for squadron C2 facilities. Positioning of the Squadron CP should occur early in the AA's occupation to insure correct positioning and facilitate positioning of Troop CPs. The OPS SGM must also determine procedures for entering and exiting the AA and control movement within.

Sleeping Areas

- ❑ **Troopers will sleep in or on vehicles if possible.**
- ❑ **The only options for sleeping on the ground are next to a vehicle (only on the side, not in front of or behind) or in a tent.**
- ❑ **All sleeping areas on the ground will be marked with white engineer tape and colored chemlights. (No IR Chemlights.)**
- ❑ **Sleeping areas will not be on or next to anything that could be perceived as a route.**



X= Sleeping NOT permitted in marked location.

Z= Sleeping IS permitted in marked location.

Air Assault Planning

1. Air Assault: Operations in which air assault forces (combat, combat support [CS], and combat service support [CSS]), using the firepower, mobility, and total integration of helicopter assets maneuver on the battlefield under the control of the ground or air maneuver commander to engage and destroy enemy forces or to seize and hold key terrain.

2. The Reverse Planning Sequence: Successful air assault execution is based on a careful analysis of METT-TC and detailed, precise reverse planning. Five basic plans that comprise the reverse planning sequence are developed for each air assault operation.

(1) The ground tactical plan (GTP).
(2) The landing plan.
(3) The air movement plan.
(4) The loading plan.
(5) The staging plan.

b. These plans are not developed independently. They are coordinated from the Air Assault Task Force (AATF) through BCT BAE to make best use of available time. The ground tactical plan is normally developed first and is the basis from which the other plans are derived.

3. Deliberate air assault operations require time to plan, brief, and rehearse. The sequence of actions for a deliberate air assault is below.

a. GTP concept is developed between the BCT and BAE prior to Air Mission Coordination Meeting (AMCM). Optimally, the ground unit has issued its OPORD prior to the AMCM with the BAE conducting initial aviation planning and verifying the supportability of the air assault phase of the operation.

b. Initial planning is conducted via telephone, SIPRNET email and CPOF between approval elements and staffs.

c. Initial Planning Conference (IPC) is the first meeting between the AATF staff and CAB. Currently not normally conducted.

d. Air Mission Brief (AMB) is conducted via CPOF, Ventrillo. Participants are selected and, whenever possible, AMB should be conducted face to face with representatives from all involved parties in attendance.

f. PZ Rehearsal: Synchronizes actions that occur on the pickup zone. If conducted, PZ rehearsals occur at the staging area prior to departure. The rehearsal is initiated with static load training and culminates with actions on the PZ.

g. Combined Arms Rehearsal: Currently not normally conducted.

4. Hasty air assault operations may be directed by higher headquarters. Hasty air assaults may be executed in support of urgent time critical requirements such as TSTs, CSAR, DRRF. Air crews may depart the Brigade assembly area with only a PZ for mission information. In such instances mission planning may be accomplished by the executing air crews at the PZ with the supported units. Aircrews exercise best judgment and bring their expertise to the supported units to make this hasty operation successful.

Air Assault Planning

ESTABLISH A LANDING ZONE

☐Site selection: based on METT-TC, location from OBJ, and size of element being moved.
☐Size of LZ: Helicopter requires a relatively level landing area; 25m diameter for 1xUH-60 (plus 40m for each additional UH-60 in lift); 35m diameter for 1xCH-47 (plus 55m for each additional UH-60 in lift); 100m for any bird landing in snow/sand (plus 150m per additional).
☐Surrounding obstacles increase HLZ size by 50m buffer or 5:1 ratio (whichever greater)
☐Ground slope must be no more than 15 degrees.
☐Under 7 degrees helicopter should land up slope.
☐Ground must be firm enough that the helicopter will not become bogged down when loaded. If it is not firm, notify pilot to hover.
☐Loose debris that can be blown around should be removed.
☐Obstacles should be removed or marked (anything 18” high, wide or deep or larger).
☐LZ should be devoid of tall trees, telephone lines, power lines, and similar obstructions.
☐LZ if at all possible should be secured and pilots notified of enemy activity in the area.
☐LZ should offer some degree of concealment from enemy observation and direct fire. *The PL and PSG are responsible for ensuring the LZ is properly secured prior to the arrival of aircraft.*

PERFORM A HELICOPTER INSERTION

☐Platoon leader designates chalk leaders for every helicopter flight.
☐Platoon HQ maintains radio communications with helicopters, forward operating base, and personnel on the PZ.
☐Platoon Leader and Platoon Sergeant cross load key personnel and weapons depending on:
- ☐Amount of room on aircraft
- ☐Location of LZs and platoon/section sectors
- ☐Platoon missions

CHALK LEADER’S RESPONSIBILITY:

☐Make a flight manifest of every member on their chalk with: Rank, Name and SSN #
☐Fight Manifest: 1 list to crew chief, 1 list to PL for turn in to forward operating base
☐Bump Cards: 1 on each chalk member and 1 from each chalk member held by chalk leader
☐Ensure all personnel have ID card and ID Tags
☐Chalk Leader briefs and executes the following:
- ☐LZ and PZ rendezvous point
- ☐Type of aircraft
- ☐Allowable cargo
- ☐Contingency for downed aircraft
- ☐Timeline to set in PZ posture/load aircraft
- ☐Sequence of loading the aircraft (personnel/equipment)
- ☐Guides the aircraft to designated area
- ☐Prior planning with crew chief
- ☐Leads chalk from PZ posture to the aircraft
- ☐Ensures accountability of all personnel in chalk
- ☐Loads chalk, sits with crew chief and talks to pilots

Air Assault Planning
Establish an HLZ

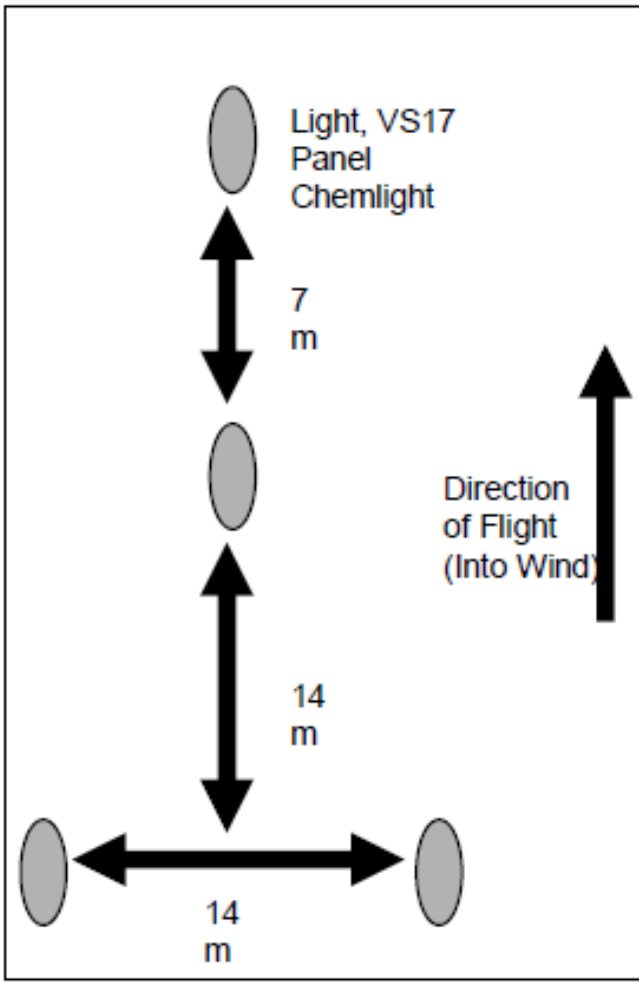
Inverted Y is composed of VS-17 Panels (day) Chemlights (night).

☐VS-17 Panels must be anchored by stakes or field expedient means at all corners.

☐Chemlights must be anchored by stake and 550 cord.

☐Mark additional landing points with a pair of chemlights or VS-17 panels 5 meters apart, located at the center of planned touchdown point. Aircraft will land 5 meters to the side of the marking. Increase distance to 10m for cargo A/C.

☐Use a chemlight on a string swung in a circle (buzz saw) for far recognition.



LZ / PZ CONFIGURATION

Chemlight color preference in order:

- **IR**
- **Yellow**
- **Orange**
- **Red ***

*** Red chemlights should be used to mark obstacles on the HLZ, but can be used to signal aircraft (pilots see red chemlights as "white" through NVGs).**

**** Filters on Pilot NVGs do not allow them to see blue or green chemlights.**

If sufficient numbers of VS-17 panels are not available, alternate means of LZ/PZ markings are single VS-17 panel (orange side up) or spinning chemlight on string overhead (buzzsaw).

Hasty Air Mission Checklist

1. MISSION #:
2. SUPPORTED UNIT:
3. SUPPORTING UNIT:
4. TIME REQUIRED:
5. MISSION (AND CONCEPT SKETCH):
6. #/TYPE OF AIRCRAFT:
7. H-HOUR:
8. PICK-UP TIME WITH REHEARSAL TIME BUILT IN:
9. PZ LOCATION (AND SKETCH):
10. PZ FREQUENCY
    A. UNIT
    B. AIRCRAFT
11. PZ MARKING (DAY/NIGHT)
12. LANDING HEADING
13. LANDING FORMATION
14. DOOR ENTRY
15. NUMBER OF TROOPS
16. NUMBER/TYPE CARGO LOADS
17. TAKE-OFF DIRECTION
18. TAKE-OFF FORMATION
19. FALSE LZ GRID
20. ROUTE
21. TIME OF FLIGHT
22. LZ GRID (ALT IF REQUIRED)
23. LZ SKETCHES:
24. LZ MARKING (DAY/NIGHT)/LZ FREQ and Call Sign (if Pathfinders are available)
25. ATTACK AVN CONCEPT
26. LZ PREP FIRES
27. LANDING HEADING
28. LANDING FORMATION
29. WEAPONS STATUS
30. DOOR EXIT
31. TAKE-OFF DIRECTION
32. NUMBER OF TURNS REQUIRED
33. ABORT CRITERIA
34. WEATHER CALL
35. BUMP PLAN
36. ABN FREQ
37. CAN/CMD FREQs

Establish Urban OP/Gain a Foothold/Cordon & Search

Gain a Foothold

In order to assist a larger unit in securing a foothold a reconnaissance unit can use its weapon sights, including thermals, to conduct long-range reconnaissance. The recon unit can also provide support for infantry assaulting an objective. They can be asked to:

Attack by fire
Support by fire
Attack with the infantry
Call for and adjust indirect fires

Establish an Urban OP

Inside an urban environment scouts can only clear small area, to consist of no more than three buildings. They reconnoiter buildings to determine suitability for potential OP's. The following principles of building reconnaissance apply

Surprise
Speed
Controlled violent action

•Research has shown that on average only three individuals in ten actually fire their weapons. Each individual Scout must be psychologically prepared for the possibility of close quarter combat.

Cordon and Search

A. Critical Tasks During Execution

(1) Isolate
- -Move Rapidly/Covertly to the Objective
- -Achieve surprise
- -Set Cordons; choose method:
  - a) Inner then Outer
  - b) Outer then Inner,
  - c) Simultaneously
- -Improve positions

(2) Secure Personnel on the Objective
- -Use interpreter to locate head of household
- -Remove all personnel from building and secure them in area that you clear quickly
- -Separate males from females and children & search all personnel
- -Begin tactical questioning

(3) Clear Building
- -Move sequentially
- -Mark rooms day and night when clear
- -Remove detainees as discovered

(4) Search Building
- -Complete detailed search when entire building is clear
- -Leaders supervise search teams

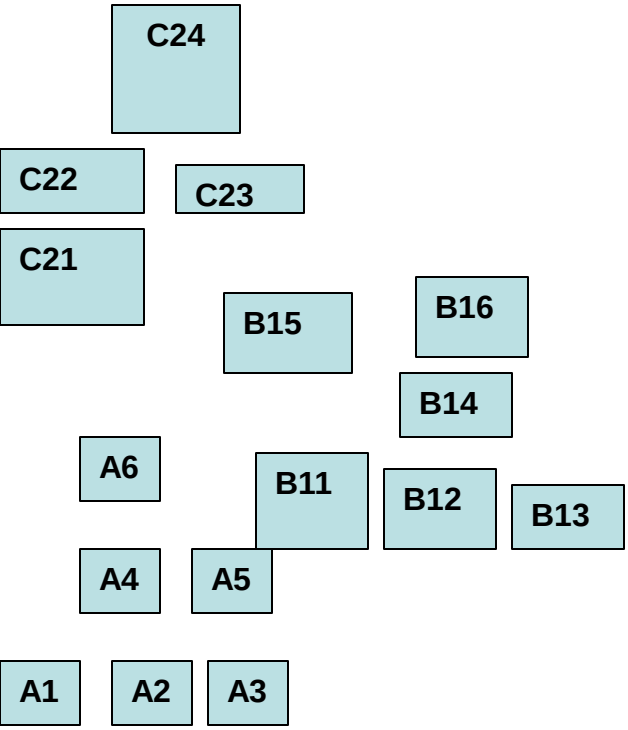
(5) Detain Enemy Personnel
- -Search and secure detainees at detainee collection point
- -Conduct hasty tactical questioning on site
- -Mark Detainees with POW tag which describes the 5Ws of the capture and links detainee to contraband
- -Ensure detaining soldiers identified to write statements

(6) Document and Remove Evidence
- -Take photos of contraband where it is found
- -Take photos of detainees with contraband if possible
- -Use evidence vouchers when removing evidence

(7) Deliver Command Message
- -Brief talking points to all soldiers prior to SP
- -Explain purpose of search to villagers with a TPT or use of handbills
- -Identify local leaders or heads of household to brief on the purpose of the mission
- -Have a plan to control and orient any media

(8) Exfiltrate
- -100% accountability of personnel, equipment, detainees, and evidence prior to movement
- -Move sequentially, multiple routes preferred
- -Detaining soldiers move with detainees and evidence to BN S-2 or HF to preserve chain of custody

Urban Operations Considerations



PLANNING CHECKLIST:

1. Develop HUMINT collection plan
2. Standardization of imagery products
3. Determine recon and surveillance objectives
4. Plan infil and exfil routes
5. Sync HUMINT, aerial and ground recon plans
6. Coordinate for fire support (Most reactive/ collateral damage estimate.)
7. Develop commo and sustainment plan
8. Continue improving urban ops sketch
9. QRF Planning

URBAN ISR CONSIDERATIONS:

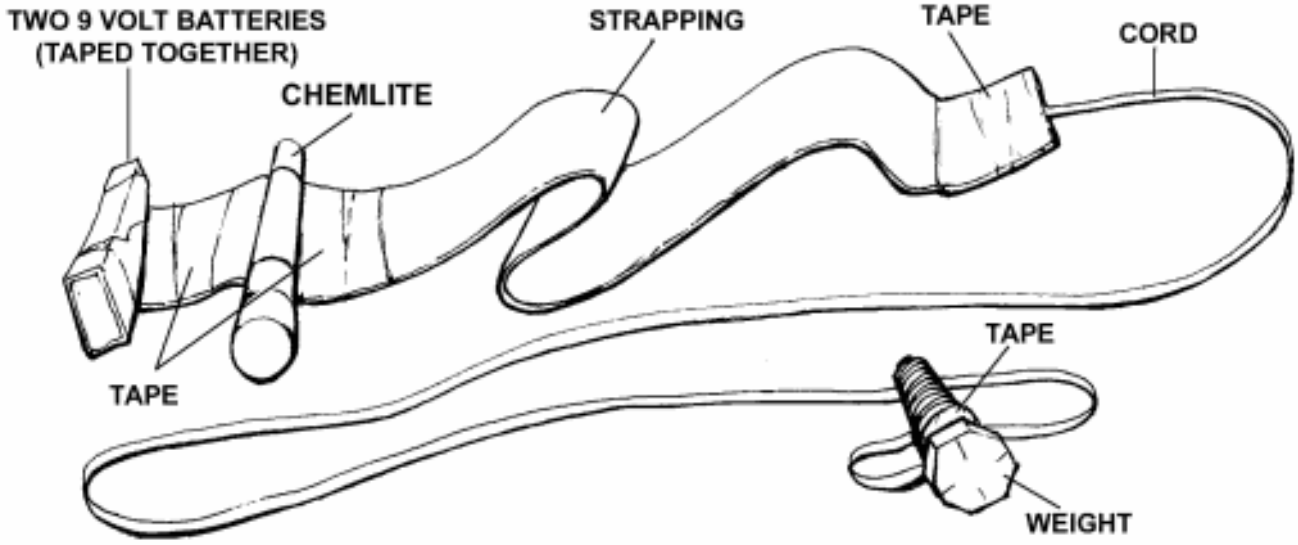
-Early Deployment of Assets
-Diversity of Assets
-Focus Assets on CCIR
-Integration of Assets
-Flexibility of ISR

Urban Sketch Labeling:

•BLDG. and BLDG. Group Numbering starts at 6 o'clock moving left to right and laterally upwards.

•Numbering BLDG. groups; Area A: BLDGS. 1-9, AREA B: BLDGS. 11-19, AREA C: BLDGS. 21-29 etc.

Occupied buildings will be marked with a wolf tail outside windows on cleared levels.



Tac 14

TCP Checklist

Tac 15

TCP Procedures	
Recon of Search Area-Minimize Hazards Due to IED's, and Direct Fire	750m of straight road to provide 250m between vehicles
	Maximize stand off from covered/concealed areas
	Ideal location is one lane road or divided highway
	Minimize side roads entering TCP area
OPORD	Task Org Screening, Search and C2 Teams
	Address ROE and AOC
	Address most wanted personnel and BOLO vehicle list
	MEDEVAC Routes
Rehearsal	Search Procedure
	AOC
	MEDEVAC Routes
	Detainee Procedure
PCC/PCI	See TCP Kit Checklist
Establish Alert Line	Rear vehicles block all traffic
	Position warning signs and cone (DAY)
	Position warning signs with chemlights and strobe light or road flares (NIGHT)
Establish TCP Entrance	Keep traffic blocked
	Position warning signs and cones (DAY)
	Position warning signs with chemlights and strobe light or road flares (NIGHT)
	Emplace concertina serpentine, use chemlights at night to reduce hazard of collision
	Position screening team vehicle, conduct 10/20m checks and designate sectors of fire
Establish Search Area	Keep traffic blocked
	Position cones
	Position command and control vehicle, conduct 10/20m checks and designate sectors of fire
Conduct TCP	Patrol leaders confirm sectors of fire
	Patrol leader designates screening team to allow traffic flow
	Patrol leader directs traffic blocked upon ID of BOLO vehicles or personnel
Collapse TCP	Screening team blocks traffic
	Collapse TCP exit and move to screening team
	Collapse search area
	Search area team moves to alert line and recovers equipment
	Screening team recovers equipment overwatched C2/Rear Security team

TCP Kit	Item	QTY
Near Security/Screen Team	Traffic Cones	4
	Road Flares	5
	Strobe Light	1
	25m Rolls C-Wire	3
	TCP Signs	2
	Chemlights	24
	Personnel Most Wanted List	1
	Vehicle Bolo List	1
	Command Message	1
Search Team/ Security	Traffic Cones	2
	Search Mirror	2
	Search Wand	2
	Vapor Tracer	2
	X Spray	2
	Sworn Statement	10
	Evidence Voucher	10
	Damage Voucher	10
	Detainee Form	10
	Flex Cuffs	10
	Zip Strips	25
	Personnel Most Wanted List	1
	Vehicle BOLO List	1
	Command Message	1
Rear Security	Traffic Cones	3
	Personnel Most Wanted List	1
	Vehicle BOLO List	1
	Command Message	1
	Flyers/Handouts	500

Target Block Distribution

1. Purpose. This card establishes standard target numbers for the efficient and safe planning and execution of indirect and air delivered supporting fires.

2. Target Number Blocks.

•Within the SBCT the following target number blocks will be used:

SQDN	AB 2000-AB 2199
A Troop	AB 2200-AB 2299
B Troop	AB 2300-AB 2399
C Troop	AB 2400-AB 2499
E Troop	AB 2500-AB 2599
SPARE	AB 2600-AB 2999
SQDN Group Designators	A20S-A29S

3. Target Number Refinement. The primary shooter is responsible for target refinement and target area survey. All targets are numbered in "5s" i.e. AG4000, AG4010, AG4015, and so on. Once a target is established it maybe refined four times. Any change to target location (grid or altitude) results in the addition of one number increment to the original target number. For example, AG4005 becomes AG4006. If the Task or Purpose to the target changes, then a new target number is established in increments of 5, i.e. AG4005 becomes AG4010 or AG4025 or whatever the available target number is. As a target is refined, all previous target numbers associated with that target become null and void. Canceled targets will be deleted from all fires and effects products and will not be executed.

Friendly Weapon Capabilities

Anti-Armor	MIN	MAX
JAVELIN	75m	2500m
ATGM (TOW)	65m	3750m

DIRECT FIRE		RANGE	
		POINT	AREA
M9		50m	
M4		500m	600m
M320		150m	350m
M249		600m	800m
M240 B/L	Bipod	600m	800m
	Tripod	800m	1800m
M2			1800m
MK19		1500m	2200m
M107		1800m	

Platform	Main WPN System	Range
MGS	HE/ SAB	2000m
	CAN	50m-500m
Bradley	25mm	3000m
M1 Tank	HE/ SAB	5000m
	CAN	50m-500m

CCA CAPABILITIES	
WPN	RANGE
Hellfire	8000m
2.75 Rocket	8000m
30mm	1500m

RADAR	SYSTEM DETECTED	RANGE
AN/TPQ-36	Mortars	750m-18km
	Artillery	3000m-14.5km
	Rockets	8000m-24km
AN/TPQ-37	Artillery	3000m-30km
	Rockets	4000m-50km
LCMR (AN/TPQ-50)	Mortars	500m-10Km

MORTARS	RANGE	MAX ORD	Risk Estimate Distances		
			1/3	2/3	MAX
60mm	3500m	7000 ft AGL	115m	125m	145m
81mm	5800m	10000 ft AGL	170m	195m	195m
120mm	6700m (Stryker Variant)	12000ft AGL	280m	395m	430m

ARTILLERY	RANGE	MAX ORD	Risk Estimate Distances		
			1/3	2/3	MAX
105mm	11.5km [DPICM 14.1km] (RAP 19.5km)	26000 ft AGL	290m	410m	650m
155mm	22.2km (RAP 30km)	35000 ft AGL	325m (360m)	500m (530m)	825m (1045m)
MLRS/HIMARS Rocket	10km-30km		250m		
MLRS/HIMARS Guided Rocket	15km-84km		250m		

Enemy Weapon Capabilities

MANEUVER / DIRECT FIRE			RANGE	
EQUIPMENT	**NOMENCLATURE**	**SYSTEMS**	**DAY**	**NIGHT**
Main Battle Tank	T-72B T-80B	125mm Cannon	5000m	1300m
		7.62mm coax PKT MG	2000m	1300m
		12.7mm AA MG	2000m	1000m
		ATGM	5000m	1300m
	T-90A	125mm Cannon	5000m	5000m
		7.62mm coax PKT MG	2000m	2000m
		ATGM	7000m	5000m
		12.7-mm AA MG	2000m	2000m
Armored Scout Car	BRDM-2	14.5mm	1500m	1000m
		7.62mm PKT MG	2000m	1000m
Armored Personnel Carrier	BTR-80A	30mm	4000m	1200m
		7.62mm PKT MG	1500m	1200m
Infantry Fighting Vehicle	BMP-1	73mm Smoothbore Gun	4500m	1000m
		7.62mm coax PKT MG	1300m	1000m
		ATGM	3000m	1000m
	BMP-2	30mm	4000m	2000m
		AT-5 ATGM	4000m	2000m
		7.62mm coax PKT MG	2000m	1000m
	BMP-3 UAE	100-mm rifled gun 2A70	7000m	3000m
		30mm Auto Gun 2A72	2500m	2500m
		7.62mm coax PKT MG	2000m	2000m
		ATGM	5500m	3000m
Combat Reconnaissance Vehicle	BRM-3K	30mm	4000m	4000m
		7.62mm coax MG	2000m	1000m

Enemy Weapon Capabilities

INDIRECT FIRE

EQUIPMENT	NOMENCLATURE	SYSTEM	RANGE
122mm Multiple Rocket Launcher	BM-21	Fraq-HE 9M22U Rocket	5km-20.4km
		Fraq-HE 9M28F	1.5km-15km
152mm Self Propelled Howitzer	2S19M1	Heat, BP-540	1000m
		Frag-HE OF-72	6.5km-24.7km
		Frag-HE BB OF-91	6.7km-29km
155mm Self Propelled Howitzer	2S19M1-155	DPICM-BB and Frag-HE	45km
		Frag-HE ERFB-BB	41km
	G6/Rhino	155mm Cannon	39km
		.50 cal M2HB	1800m
120mm Self Propelled Mortar	2S12	120mm Frag-HE	450m-7000m
		120mm Smoke	1000m-6800m
		120mm Illum	1000m-5300m
		Frag-HE-Rocket Assist	9100m

ANTI-AIR

EQUIPMENT	NOMENCLATURE	SYSTEM	RANGE	ALTITUDE
Medium Range Anti-Aircraft Missile System	SA-6/Gainful	Kub-M3/3M9M3	4km-25km	30m-14km
Man-Portable Air-Defense System	SA-18	9M39 Missile	500m-6000m+	3500m
Towed AA 35mm Gun w/Skyguard Radar	Skyguard Gun	HEI-T	4000m	4000m
30mm SP AA Gun/Missile System	2S6M1 Tunguska	30mm Gun (4 barrels)	4000m	3000m
		SA-19	2.5-10km	6000m
23mm SP AA Gun	ZSU-23-4 Shilka	23mm AA Gun	2500m	1500m
		SA-18 (Some Variants)	500m-6000m+	3500m

SENSORS

EQUIPMENT	NOMENCLATURE	SCAN WIDTH	SYSTEM DETECTED	DETECTION RANGE
Artillery Locating Radar	1L220U	60°	Mortar	30km
			Tube Artillery	20km
			Rocket	40km
			Tactical Missile	55km

CFF – Adjust Fire Missions

Adjust Fire Mission (Grid Method)

1) Observer: "_____ this is _____, Adjust Fire, **Over"**
(FDC Call Sign) (Observer Call Sign)
2) "Grid _____ , Altitude_____, Direction_____ **Over"**
(Minimum 6-digits) (meters) (Mils*)
3) Target Description: "_____ **Over"**
(Target Description, Size, Activity)

Adjust Fire Mission (Polar Plot Method)

1) Observer: "_____ this is _____, Adjust Fire Polar, **Over"**
(FDC Call Sign) (Observer Call Sign)
2) "Direction _____" in mils
(observer to target line – nearest 10 mils)
"Distance _____" in meters (to nearest 100m)
"Up/Down _____" in meters (to nearest 5m)
(Note: Difference in target altitude is with respect to observer, not given if less than a **35m elevation difference between the observer and target.** For polar missions, the FDC must know the observer's location.), **Over"**
3) Target Description: "_____ **,Over"**
(Target Description, Size, Activity)

Adjust Fire Mission (Shift From Known Point Method)

1) Observer: "_____ this is _____, Adjust Fire,
(FDC Call Sign) (Observer Call Sign)
Shift from _____, **Over"**
(Identify known point, for example, target AA7733)
2) "Direction _____" in mils
(OTL – nearest 10 mils)
"Left/Right _____" in meters (Lateral shift to nearest 10m)
"Add/Drop _____" in meters (Range shift to nearest 100m)
"Up/Down _____" in meters (Vertical shift to nearest 5m)
(Note: Difference in target altitude is with respect to observer, not given if less than a **35m elevation difference between the observer and target.** For shift from a known point mission, the location of the known point must be known to both the observer and the FDC.) **"Over"**
3) Target Description: "_____ ,**Over"**
(Target Description, Size, Activity)

Adjust Fire Optional Data

Method of Engagement (optional):
(Danger Close, Mark, High Angle, Ammo / Fuze Type)
Method of Fire and Control (optional):
(At My Command, Time on Target, Request Splash, Request TOF, Request Ordinate Altitude Information)
"Over"

Degrees to mils: 1 degree = 17.78 mils. Multiply target direction in degrees by 17.78. Ex Azimuth=257 257 x 17.78 = 4548 mils

CFF – Immediate Suppression/Illum

Immediate Suppression/Smoke

Observer: "_____ this is _____,Immediate Suppression/Smoke_____, **Over"**
(FDC Call Sign) (Observer Call Sign) (Target # / 8-digit Grid)

Adjust Fire Mission (Illumination)

1) Observer: "_____ this is _____, Adjust Fire, **Over"**
(FDC Call Sign) (Observer Call Sign)
2) Target Location: "Grid _____, Altitude_____,Direction_____, **Over"**
(Minimum 6-digits) (meters) (Mils*)

3) Target Description: "_Vehicle Noises, Suspected Tanks, Illumination, **Over"**

(Target Description, Size, Activity)

Adjust Fire Mission (Coordinated Illumination)

1) Observer: "_____ this is _____, Adjust Fire, **Over"**
(FDC Call Sign) (Observer Call Sign)

2) Target Location: "Grid _____ , Altitude_____Direction_____, **Over"**
(Minimum 6-digits) (meters) (Mils*)

3) Target Description: "_Vehicle Noises, Suspected Tanks, Illumination_ **Over"**

(Target Description, Size, Activity)

Adjust Illumination as necessary
4) Observer: "Coordinated Illumination, **Over"**
5) Observer: "Adjust Fire, **Over"**
6) Target Location: "Grid _____, Altitude_____ Direction_____, **Over"**
7) Target Description: " _____, **Over"**

The Observer transmits **"Illumination Mark"** when the illumination has best lit the target. He then adjusts the HE and fires for effect as in a normal mission.

Degrees to mils: 1 degree = 17.78 mils. Multiply target direction in degrees by 17.78. Ex Azimuth=257 257 x 17.78 = 4548 mils

CCA Format

CCA Check- In (Aircrew)

Aircraft provides
❑Aircraft type,
❑Ammunitions,
❑Station time
❑Location
❑ Requests task and purpose

Example: "Apache Red 1 , this is Paladin 11, checking on with 2 x AH64E, with 150 rounds 30mm, 8 Hellfire missiles, and 64 PD rockets. I have 90 minutes station time, approaching from your South, requesting task and purpose. "

CCA Check –In (Ground Unit)

Ground Element provides:
❑ Unit composition
❑ Location and Front Line Trace
❑Mission of ground unit
❑Vehicle markings (as appropriate)
❑Provides task and purpose
❑ Gives aircraft formation guidance
❑ Gives recon priority
❑Gives engagement priority

Format
1. Observer / Warning Order
_____ this is _____, Fire Mission, **Over."**
(FDC's Call Sign) (Observer's Call Sign)

2. Friendly Location / Marking
My Position _____, marked by _____.
(Grid, TRP) (Strobe, Beacon, VS-17)

3. Target Location
Target Location_____
(Bearing[magnetic], and range [meters], TRP, Grid, etc).

4. Target Description / Mark
_____, marked by _____
(Target Description) (IR Pointer, Tracer, etc.)

5. Remarks (Threats, Danger Close Clearance, Restriction, At My Command, Etc.) **Over."**

Note: Clearance – Transmission of the 5-Line CCA Brief **IS** clearance to fire (unless Danger Close).

Example: "Paladin 11, this is Apache Red 1, I am a 4 vehicle Stryker platoon arrayed on line at EC 021 648, travelling north. Conducting a zone recon from PL Exxon to PL Hasbro. (or use grid designators if no common graphics) My vehicles are marked with VS17 panels orange side out. Requesting that your conduct reconnaissance 3KM north of my position to identify enemy recon and anti-armor assets. Request that you take up a dynamic hold pattern just south of my FLT (or provide AABF location) and move northward with the platoon. Your priority for engagement is enemy Armor or lightly armored vehicles from 1KM – 3KM north of my position. We will engage all enemy dismounts or lightly armored trucks within 1KM. Request visual and target handoff of any targets to our North within 1km.

CAS Procedures

Close Air Support 9-Line Briefing

Do not transmit line numbers. Units of measure are standard unless briefed. Lines 4, 6, and restrictions are mandatory readback (*). JTAC may request additional readback.

JTAC: "_____, this is _____"
(Aircraft Call Sign) (JTAC Call Sign)

"Type _____ (1, 2, or 3) Control"

1. IP/BP: "_____"

2. Heading: "_____"
(Degrees Magnetic, IP/BP-to-Target)

Offset: "_____"
(Left / Right, when required)

3. Distance: "_____"
(IP-to-target in nautical miles, BP-to-target in meters)

4*. Target Elevation: "_____"
(In feet MSL)

5. Target Description: "_____"

6*. Target Location: "_____"
(Lat/Long or grid to include map datum or offsets or visual)

7. Type Mark: "_____" Code: "_____"
(WP, Laser, IR, Beacon) (Actual Laser Code)

8. Location of Friendlies: "_____"
(From target, cardinal direction and distance in meters)

Position marked by: "_____"

9. "Egress: _____"

Remarks (as appropriate): "_____"
(Restrictions*, Ordnance delivery, threats, final attack heading, hazards, ACAs, weather, target information, SEAD, LTL/GTL [degrees magnetic], night vision, danger close [with commander's initials])

Time on Target: "_____" or

Time to Target: "_____"

"Standby _____ plus _____, ready, ready, HACK"
(minutes) (seconds)

Note: When identifying position coordinates for joint operations, include map data. Grid coordinates must include 100,000 meter grid identification.

Reporting Requirements for Patrols in a COIN Environment

TASK- Each patrol report in accordance with the reporting/intelligence checklists

PURPOSE- Provide timely contact and intelligence reports

Reporting Requirements

☐Initial enemy contact.
☐Any information that answers a Priority Intelligence Requirements (PIR) or Information Requirement (IR).
☐As specified in the R&S plan.
☐Withdrawal or location change of platoon size or larger enemy units.
☐Enemy use of CBRN weapons and change to enemy MOPP status.
☐Parachute or heliborne operations behind friendly lines.
☐Appearance of any nuclear capable weapons.
☐New or unusual vehicles, weapons, weapon effects or enemy aircraft.
☐Location of enemy command and control elements, ADA and mobility enhancing equipment.
☐Capture of EPWs or discovery of enemy documents of intelligence value.

Intelligence Reporting

☐All Troop/CO/TM/Battery level units are required to maintain secure FM communication on the Squadron O/I net.
☐Forward all reports over the Squadron O/I net IAW report formats.
☐Focus on current PIR.
☐Elements should avoid making assessments or analyzing the enemy actions. Report the facts then continue the mission.

Questions to answer on every patrol:

Friendly Information
☐Unit designation, size and composition of patrolling unit.
☐Mission (Who, What, When, Where, Why)
☐Time of departure and time of return Terrain.
☐Significant changes to maps (i.e. Road damage, new construction).
☐Mobility and usability for military vehicles.
☐OAKOC
☐Availability of power, water, sewage.

Enemy
☐Types and sizes of units encountered.
☐Locations and DTG enemy was sighted.
☐Type of weapons, vehicles, and equipment used.
☐What they were doing.
☐Indicators of morale, health, and attitude.

Civilian Activity
☐Reactions to friendly forces.
☐Changes in routine/habits.
☐Unrest/Gatherings uncommon to the AO or demonstrations.
☐Significant encounters with civilian or nation military personnel.
☐Who are they? Where are they from?
☐Religion/Occupation/Political Affiliation.
☐What information they can provide.
☐Time and location of meeting.
☐Answers to Commanders PIRs.
☐Commanders assessment.
☐Recommendations on focus of future patrols.
☐Debriefing should occur NLT 1/2 hrs after return from patrol.
☐The S2/COIST section is responsible for providing an officer or NCO to debrief the patrol.

Com 1

2-12 FA		
2-12 FA CMD	359	VIKING
2-12 FA RTS	360	
2-12 FA A/L	361	
2-12 FA O/I	362	
2-12 FA FS-D	363	
2-12 FA FS-V1	364	
2-12 FA FS-V2	365	
HHB/2-12 CMD	366	HAVOC
AMMOPLT/HHB	367	
TRG ACQ/HHB	368	
A/2-12 CMD	369	ASSAULT
A/2-12 FS-D	370	
1/A/2-12 FS-V	371	
1/A/2-12 FS-D	372	
2/A/2-12 FS-V	373	
2/A/2-12 FS-D	374	
B/2-12 CMD	375	BERZERKER
B/2-12 FS-D	376	
1/B/2-12 FS-V	377	
1/B/2-12 FS-D	378	
2/B/2-12 FS-V	379	
2/B/2-12 FS-D	380	
C/2-12 CMD	381	CHOSEN
C/2-12 FS-D	382	
1/C/2-12 FS-V	383	
1/C/2-12 FS-D	384	
2/C/2-12 FS-V	385	
2/C/2-12 FS-D	386	
F/4BSB CMD	387	FOXHOUND
1/F/4BSB	388	
2/F/4BSB	389	
3/F/4BSB	390	

1-38 IN		
1-38 IN CMD	391	ROCK
1-38 IN RTS	392	
1-38 IN A/L	393	
1-38 IN O/I	394	
HHC/1-38 CMD	395	HERO
SCT/HHC/1-38	396	
FD1/MOR/1-38	397	
FD2/MOR/1-38	398	
MED/HHC/1-38	399	
A/1-38 CMD	400	ATTACK
FIRES/A/1-38	531	
1/A/1-38	401	
2/A/1-38	402	
3/A/1-38	403	
B/1-38 CMD	404	BAYONET
FIRES/B/1-38	532	
1/B/1-38	405	
2/B/1-38	406	
3/B/1-38	407	
C/1-38 CMD	408	CHAOS
FIRES/C/1-38	533	
1/C/1-38	409	
2/C/1-38	410	
3/C/1-38	411	
I/4BSB CMD	412	IRONHAWK
1/I/4BSB	413	
2/I/4BSB	414	
2-1 CAV		
2-1 CAV CMD	415	BLACKHAWK
2-1 CAV RTS	416	
2-1 CAV A/L	417	
2-1 CAV O/I	418	
HHT/2-1 CAV	419	HATCHET
FD1/MOR/2-1	420	
FD2/MOR/2-1	421	
A/2-1 CAV CMD	422	APACHE
FIRES/A/2-1	534	
1/A/2-1 CAV	423	
2/A/2-1 CAV	424	
3/A/2-1 CAV	425	
B/2-1 CAV CMD	426	BLACKFOOT
FIRES/B/2-1	535	
1/B/2-1 CAV	427	
2/B/2-1 CAV	428	
3/B/2-1 CAV	429	
C/2-1 CAV CMD	430	COMANCHE
FIRES/C/2-1	536	
1/C/2-1 CAV	431	
2/C/2-1 CAV	432	
3/C/2-1 CAV	433	
D/4BSB CMD	434	DRAGON
1/D/4BSB	435	
2/D/4BSB	436	
3/D/4BSB	437	

HHC 1SBCT		
1SBCT CMD	350	RAIDER
1SBCT O/I	351	
1SBCT A/L	352	
1SBCT FS-V	353	
1SBCT FS-D	354	
1SBCT RTS1	355	
1SBCT RTS2	356	
HHC 1SBCT	357	RENEGADE
4-9 IN		
4-9 IN CMD	438	MANCHUS
4-9 IN RTS	439	
4-9 IN A/L	440	
4-9 IN O/I	441	
HHC/4-9 CMD	442	HAMMER
SCT/HHC/4-9	443	
FD1/MOR/4-9	444	
FD2/MOR/4-9	445	
MED/HHC/4-9	446	
A/4-9 CMD	447	ABLE
FIRES/A/4-9	537	
1/A/4-9	448	
2/A/4-9	449	
3/A/4-9	450	
B/4-9 CMD	451	BRAVO
FIRES/B/4-9	538	
1/B/4-9	452	
2/B/4-9	453	
3/B/4-9	454	
C/4-9 CMD	455	COBRA
FIRES/C/4-9	539	
1/C/4-9	456	
2/C/4-9	457	
3/C/4-9	458	
FSC 4-9 CMD	459	ELIMINATOR
1/FSC/4-9	460	
2/FSC/4-9	461	

2-23 IN		
2-23 IN CMD	462	TOMAHAWK
2-23 IN RTS	463	
2-23 IN A/L	464	
2-23 IN O/I	465	
HHC/2-23 CMD	466	HAWKEYE
SCT/HHC/2-23	467	
FD1/MOR/2-23	468	
FD2/MOR/2-23	469	
MED/HHC/2-23	470	
A/2-23 CMD	471	AZTEC
FIRES/A/2-23	540	
1/A/2-23	472	
2/A/2-23	473	
3/A/2-23	474	
B/2-23 CMD	475	BRAVE
FIRES/B/2-23	541	
1/B/2-23	476	
2/B/2-23	477	
3/B/2-23	478	
C/2-23 CMD	479	CRAZYHORSE
FIRES/C/2-23	542	
1/C/2-23	480	
2/C/2-23	481	
3/C/2-23	482	
FSC 2-23 CMD	483	HELLRAISER
1/FSC/2-23	484	
2/FSC/2-23	485	
4BSB		
4BSB CMD	486	PACKHORSE
4BSB O/I	487	
4BSB A/L	488	
HHC/4BSB CMD	489	TITAN
A/4BSB CMD	490	AVENGER
1/A/4BSB	491	
2/A/4BSB	492	
3/A/4BSB	493	
B/4BSB CMD	494	BULLDOG
1/B/4BSB	495	
2/B/4BSB	496	
3/B/4BSB	497	
C/4BSB CMD	498	GUARDIAN
1/C/4BSB	499	
2/C/4BSB	500	
3/C/4BSB	501	

299 BEB		
299BEB CMD	502	PIONEER
299BEB A/L	503	
299BEB O/I	504	
299BEB RTS	505	
HHC/299 CMD	506	HEADHUNTER
SCT/HHC/299	507	
MED/HHC/299	508	
A/299 CMD	509	SAPPER
1/A/299	510	
2/A/299	511	
3/A/299	512	
B/299 CMD	513	BEAST
1/B/299	514	
2/B/299	515	
3/B/299	516	
C/299 CMD	517	REAPER
1/C/299	518	
2/C/299	519	
D/299 CMD	520	SENTINALS
1/D/299	521	
2/D/299	522	
3/D/299	523	
E/AT/299 CMD	524	SPECTER
FIRES/E/299	543	
1/E/AT/299	525	
2/E/AT/299	526	
3/E/AT/299	527	
E/FSC/299 CMD	528	ATLAS
1/E/FSC/299	529	
2/E/FSC/299	530	

CMD NETS / SC ALTERNATES		
1SBCT CMD	350	33.000 MHZ
2-12 FA CMD	359	31.100 MHZ
1-38 IN CMD	391	37.050 MHZ
2-1 CAV CMD	415	39.650 MHZ
HHC 1BCT	357	50.300 MHZ
4-9 IN CMD	438	42.150 MHZ
2-23 IN CMD	462	44.900 MHZ
4BSB CMD	486	47.150 MHZ
299BEB CMD	502	48.400 MHZ
EMERG. FREQS		
RANGE CTRL	SC	38.900MHz
MEDEVAC	SC	38.900MHz

SQDN Commo Card

"BLACKHAWK"	
POSITION	CALL SIGN
SCO	6
CSM	7
SXO	5
S1	1
S1 NCOIC	1N
S2	2
S2 NCOIC	2N
S3	3
S3 SGM	37
S3 ASSISTANT	3A
S3 OPS NCO	3N
S3 LNO	39
S4 OIC	4
S4 NCOIC	4N
S6	9
S6 NCOIC	9N
S6 RETRANS	BH RETRANS 1
S6 RETRANS	BH RETRANS 2
CHAPLAIN	SHEPARD
FSO	30
SMO	8
SMT	8T
SMS	8N
TAC	OSCAR
TOC	X-RAY
CTCP	YANKEE
UMCP	WHISKEY
FTCP	ZULU
MEDO	TALON
FAS	TALON FOX
TRP CPs	X-RAY

FM		
2-1 CAV CMD	415	BLACKHAWK
2-1 CAV RTS	416	
2-1 CAV A/L	417	
2-1 CAV O/I	418	
HHT/2-1 CAV	419	HATCHET
FD1/FIRES VOICE	420	
FD2/FIRES DIGITAL	421	
A/2-1 CAV CMD	422	APACHE
FIRES/A/2-1	534	
1/A/2-1 CAV	423	
2/A/2-1 CAV	424	
B/2-1 CAV CMD	426	BAD AXE
FIRES/B/2-1	535	
1/B/2-1 CAV	427	
2/B/2-1 CAV	428	
C/2-1 CAV CMD	430	COMANCHE
FIRES/C/2-1	536	
1/C/2-1 CAV	431	
2/C/2-1 CAV	432	
D/4BSB CMD	434	DRAGON
1/D/4BSB	435	
2/D/4BSB	436	
3/D/4BSB	437	
E/AT/299 CMD	524	SPECTER
1/E/AT/299	525	
2/E/AT/299	526	
3/E/AT/299	527	
4/E/2-1 CAV	425	
5/E/2-1 CAV	429	
6/E/2-1 CAV	433	

NCS* (Net Control Station)	
NET ID	NCS
415	S3
417	CTCP
418	S2
419	HHT
422	A TRP
426	B TRP
430	C TRP
434	D TRP
524	E TRP

INDIVIDUAL	
1	PL
2	A SECTION LDR
3	B SECTION LDR
4	PSG
A	ASSISTANT
D	DRIVER
E	DISMOUNT
G	GUNNER
N	NCO

TROOP	
CDR	6
XO	5
1SG	7
SUPPLY	4
COIST	2
MAINT	8
COMMO	9
FST	30

PLATOONS	
1st PLT	RED
2nd PLT	WHITE
3rd PLT	BLUE
4th PLT	GREEN
5th PLT	GREY
6th PLT	GOLD
MORTARS	THUNDER
HQs	BLACK
MEDIC	TALON
DISTRO	MAYHEM

BDE HF Comms Card		
Bumper #	Station Name	Notes
HQ66	21CAVEAC1BDENE	2-1 CAV CDR
HQ63	21CAVCZ41BDENE	2-1 CAV TAC
HQ32	21CAVAJD1BDENE	2-1 CAV TOC
A66	ATROOINC1BDENE	2-1 CAV A TRP
B66	BTROOR4T1BDENE	2-1 CAV B TRP
C66	CTROOP11BDENET	2-1 CAV C TRP
1-38 SPARE	138SPBQ41BDENE	138SPARE
1-38 TAC	138TABQ41BDENE	138TAC
1-38 TOC	138TOBQ41BDENE	138TOC
2-12 SPARE	212SPEAC1BDENE	212SPARE
2-12 TAC	212TAEAC1BDENE	212TAC
2-12 TOC	212TOEAC1BDENE	212TOC
2-23 SPARE	223SPINC1BDENE	223SPARE
2-23 TAC	223TAINC1BDENE	223TAC
2-23 TOC	223TOINC1BDENE	223TOC
4-9 SPARE	49SPAINC1BDENE	49SPARE
4-9 TAC	49TACINC1BDENE	49TAC
4-9 TOC	49TOCINC1BDENE	49TOC
BDE ALOC	BDEALL7L1BDENE	BDEALOC
BDE DR	BDEDRL7L1BDENE	BDEDR
BDE FLE	BDEFLL7L1BDENE	BDEFLE
BDE SPARE	BDESPL7L1BDENE	BDESPARE1
BDE TAC	BDETAL7L1BDENE	BDETAC
BDE TOC	BDETOOSL1BDENE	BDETOC
BEB Spare	BEBSPOSL1BDENE	BEBSPARE
BEB TAC	BEBTAOSL1BDENE	BEBTAC
BEB TOC	BEBTOOSL1BDENE	BEBTOC
BSB TAC	BSBTAOSL1BDENE	BSBTAC
BSB TOC	BSBTOOSL1BDENE	BSBTOC
CCO2	CCO21BDENET	CCO2

Blackhawk HF Comms Card	
Bumper #	Station Name
HQ66	21CAVCDR21
HQ63	21CAVTAC21
HQ32	21CAVTOC21
HQ73	21CAVFIRES
A66	21CAVATCDR
A65	21CAVATXO
A11	21CAVATR1
A14	21CAVATR4
A21	21CAVATW1
A24	21CAVATW4
A31	21CAVATB1
A34	21CAVATB4
B66	21CAVBTCDR
B65	21CAVBTXO
B11	21CAVBTR1
B14	21CAVBTR4
B21	21CAVBTW1
B24	21CAVBTW4
B31	21CAVBTB1
B34	21CAVBTB4
C66	21CAVCTCDR
C65	21CAVCTXO
C11	21CAVCTR1
C14	21CAVCTR4
C21	21CAVCTW1
C24	21CAVCTW4
C31	21CAVCTB1
C34	21CAVCTB4

Com 2

Loading COMSEC

(RADIO)

•Turn on radio.
•Turn function switch to load.
•Make sure mode is FH and COMSEC is CT. Channel is set on 2.
•Connect fill cable when SKL tells you.
•Follow instructions for sending a LOADSET (include time on SKL).
•When prompted by SKL push the load button on the radio.
•Disconnect fill cable.
* After radio is done being filled check time using DAGR.*

(SKL)

•Power on SKL.
•Log into SKL.
•Open core LIB.
•Click EQS Tab.
•Highlight LOADSET short title (IH5).
•Click load in the top right corner.
•Click ICOM.
•Click include time.
•Click OK connect SKL to radio fill port.
•Click next.
•Click send.
•Press load on the radio.
•Re-load equipment (NO).
•Click OK.
•Click close or done (if applicable).

(PROPER SKL SHUT DOWN PROCEDURES)

•File
•Save Database
•File
•Exit
•Session
•Logout
•Select “X” on dialogue box
•Wait for green LED light to diminish on top of SKL
•Hold power button for 3-5 seconds
•Allow count down to finish

Deleting COMSEC Key from SKL

Power on the SKL.
•Log on to CORELIB using **YOUR** login information.
•Select the plus sign on the short title of the key you wish to delete.
•Select the plus sign on the edition of the key you wish to delete.
•Select the segment number of the key you wish to delete.
•Select File.
•Select Delete Segment.
•Select Yes.
•Select File.
•Select Save Database.
•Database will take a few seconds to save.
•Select File.
•Select Exit.
•Select Session.
•Select Log Out.
•Wait until the LED light on the top of the SKL extinguishes.
•**Power off the SKL**.

Black Operational GUV Keys Entry Using the SKL.

1.Connect the DAGR fill cable (NSN 5995-01-521-3185) to DAGR J1. Connect the opposite end of the cable to the SKL cable.(Provided with SKL)
2.Turn DAGR to Power on.
3.Select Menu twice to access the main menu on the DAGR.
4.Select Receiver Setup, and then select Crypto Fill.
5.Ensure that the DAGR is configured to receive the key in DS-102. (Enter on CV Loading Interface to change to “DS-102”)
6.On the SKL, highlight BLACK key to be loaded into the DAGR. The Black Operational key is USKAD 103040.
7.On the SKL, press File => Transmit=>Load.
8.On the SKL display, select the following settings:
    A.Protocol = DS-102
    B.Activate Mode = DS-102
9.Select OK.
10.Verify short title and select OK.
11.Displays should read “Operation Successful” on SKL and “Valid CV Loaded” on DAGR.
12.On the SKL, highlight the second Black Operational key to be loaded into the DAGR. The Black Operational key is USKAD 102040.
13.On the SKL, press File => Transmit=>Load
14.On the SKL display, select the following settings:
    A.Protocol = DS-102
    B.Activate Mode = DS-102.

DAGR KEY LOADING INSTRUCTIONS USING SKL

Black Operational GUV Keys continued

15. Select OK.
16. Verify short title and select OK.
17. Displays should read “Operation Successful” on SKL and “Valid CV Loaded” on DAGR.
18. Press Enter on DAGR; CV Status should say “Collecting SV Information”.
19. After SV collection completes, DAGR screen should read “Waiting for SV Info”.

Red Operational GUV Key Entry Using the SKL.

1. Connect the DAGR fill cable (NSN 5995-01-521-3185) to DAGR J1. Connect the opposite end of the cable to the SKL cable.(Provided with SKL)
2. Turn DAGR to PWR on.
3. Select Menu twice to access the main menu.
4. Select Receiver Setup, and then select Crypto Fill.
5. Ensure that the DAGR is configured to receive the key in DS-102.
6. On the SKL, highlight red key to be loaded into the DAGR. The Red Operational key is USKAD 101040.
7. On the SKL, press File => Transmit=>Load.
8. On the SKL display, select the following settings:
    A. Protocol = DS-102
    B. Activate Mode = DS-102
9. Select OK.
10. Verify short title and select OK.
11. Displays should read “Operation Successful” on SKL and “Have Today’s CV Key” on DAGR.

COMSEC Compromise

REACT TO JAMMING "MARLEY"

EVENT/ACTION	RESPONSIBILITY	STATUS
Attention in the TOC: JAMMING	BH9/BH9N/BTL CPT	
Guidons call to all stations using codeword "MARLEY" to initiate shift to alternate NET ID, identified in coordinating instructions of OPRD. Send JCR message with corresponding codeword and alternate NET ID to Troop CPs.	BTL CPT	
IF jamming is resolved by NET ID change, verify NET ID change with all substations on the affected NET.	BH9/BH9N/BTL CPT/NCO	
If jamming persists, switch to alternate means of communication IAW operation PACE plan. Contact all substations on alternate means, instruct change to alternate means of communication.		

REACT TO COMSEC COMPROMISE "BANDIT"

EVENT/ACTION	RESPONSIBILITY	STATUS
Attention in the TOC: BANDIT	BH9/BH9N/BTL CPT	
Initiate Julian date shift: DTG	BH9/9N	
Guidons call to all stations using codeword "BANDIT 1" to initiate Julian date shift to +5 or codeword "BANDIT 2" to initiate Julian date shift -4. Send JCR message with corresponding codeword to Troop CPs.	BTL CPT/NCO	
Notify BDE HQs . Verify Julian date change and time of change with all substations on all SQDN NETS.	BH9/9N BTL CPT/NCO	
NCS maintains separate radio on old Julian date to collect any missing stations	BTL CPT/NCO	
Guidons call to all stations to implement SINCGARSS TEK changeover at this time. Maintain an alternate form of communication with BH X-Ray via JCR, HF, TACSAT.	BTL CPT/NCO	

REACT TO COMSEC COMPROMISE "BANDIT" Continued

EVENT/ACTION	RESPONSIBILITY	STATUS
Notify BDE headquarters. Verify key change and time of change with all substations on all SQDN nets.	BH9/BH9N/BTL CPT	
At effective time, NCS conducts net call using new COMSEC TEK.	BTL CPT	
NCS maintains separate radio on old NET ID to collect any missing stations	BTL CPT/NCO	
Annotate any element that did not answer net call on the new key. NCS uses proper radio procedures to bring all lost stations into the NET.	RTO	
Await further actions required from BDE S6	BTL CPT/NCO	

JCR/BFT OPERATION STEPS

BFT/JCR START UP PROCEDURES

1. Turn DAGR on (Hold Power Button)
2. Power on Transceiver (Toggle Switch On)
3. Turn function knob on KGV-72 to “Run”
4. Turn on CPU (Toggle Switch On)
5. Power on Display Screen (Hold Power Button)
6. Allow Start Up
7. Enter Password (**Runun!0910**) on Display screen to login
8. Select “Secret” on dialogue bo**x**
9. ***DO NOT*** PERFORM VIRUS SCAN – Select No
10. Select “OPS”
11. Allow OPS to start up
12. ONCE MAP COMES UP CLICK ON “AUTO CENTER”

BFT JCR SHUT DOWN PROCEDURES

1. Select “ADMIN”
2. Select “EXIT OPS”
3. Choose “YES”
4. Cancel Time out
5. Select “OFFLINE”
6. Click “Start” and Select FBCB2
7. Select EXIT OPS
7. Click Start and Select LOG OFF
8. Click Start and Select SHUT DOWN
9. Allow Display to completely shut off
10. Turn off DAGR (Hold Power Button)
11. Turn KGV-72 function knob to OFF
12. Turn Transceiver off (Toggle switch to OFF)
13. Turn off CPU (Toggle switch to OFF)

--------- Creating Message Folders ----------

Select “Message Management Envelope”
Select “Saved Folder” in left folder pane
Select “New Folder” button
Enter Folder Name in Folder/File Name text box
Select “OK” button

--------- Creating Address Groups ----------

Select “Message Management Envelope”
Select “Address Groups” in left folder pane
Select “Add Group” button
Enter Name of new Group in Group Name text box
Select “OK” button
Highlight Newly Created Group
Select “Add Addressee” button
Select Desired Role(s) from the Selected Platform dialog box
Select “Apply” button (repeat steps 8 and 9 to add more addressees to specified group)
Select “Close” button
Select “Close” button

JCR/BFT OPERATION STEPS

--------- Message Default Setting ----------

Select “Message Management Envelope”
Select “New Message Folder” in left folder pane
Select “Desired Message” in Message Type pane
Select “Set Default Message Addressing” Button
Select “Message Settings” Tab
Set Desired Precedence and Acknowledgements
Select “Message Addressees” Tab (do not delete existing threaded addresses)
Select the appropriate “Addresses” button
Select Desired Role(s) from the Selected Platform dialog box
Select “OK” Button
Select “OK” Button
Select “Close” Button

--------- Quick Send Setup----------

Select “Message Management Envelope”
Select “Quick Send” in left folder pane
Select appropriate “Radio Button” in the Quick Send Button Select pane
Select “Desired Message File” from saved messages in the Message Type pane
Type in “Desired Button Label” (four characters maximum)
Type in “Desired Balloon Label”
Select “Apply Button”
Select “Close Button”

----------Creating PFF Folders----------

Select “Start” button
Select “FBCB2”
Select “PFF Management”
Highlight “My_ Documents” Folder in the Destination side of the Dialog Box (right side)
Select “New Folder” button,
Type in Desired Folder name
Select “OK” button

PFF File Extension
.odt = Text type file
.ods = Spreadsheet type file
.odp = Presentation type file

--------- Saving an Attachment From a Field Order----------

Open FIPR, Highlight Order, Display msg
Select cancel
Highlight the Field Order, in Field Order Management Tool Dialog Box
Select Attachments button
Select Display
Save as in (proper folder and file name)
Determine if “keep displayed”, Select Close
Select Cancel, Select Close (Close FIPR)

--------Creating/Editing Named Locations on the MAP--------

1. Select Map button
2. Select Center On Button
3. Select Location Tab
4. Select Edit Locations Button
5. Enter Group Name, Location Name, Fill Location
6. Select Apply

Repeat steps 5 and 6 to add additional locations.

JCR/BFT OPERATION STEPS

----------Creating an Overlay----------

Select OVLY button
Select OVLY Type from drop down
Select Symbols Tab
Select 2525B Tab
Select Search Button
In Search field key in name of graphic symbol to search for, boundaries, phase line, etc.
Select Search button
Highlight leftmost entry, type or subtype field of graphic listed
Select OK button
Select Add Button, create graphic by entering grids coordinates, selecting Add after each grid is entered, or using Named button, or free draw by clicking on map.
Select Ok when done adding graphic
Select Edit button
Edit graphic accordingly using the Attributes and Labels Tab selecting Apply after each entry is entered
Select Close button when done
Repeat steps five through fourteen to add additional graphics
Select Overlay tab
Select Save As button, save in appropriate folder with filename
Check Keep Displayed radio button to keep overlay displayed

EDITING AN OVLY

Select message Envelope button
Select Saved Message folder
Select Folder where Overlay is saved
Select Overlay to edit
Select Edit button
Repeat steps three through seventeen above

Setting SA Data Filters

1.Select OPS (Bottom left of screen)
2.Select ADMIN (Right of screen)
3.Select SA tab
4.Select the FRIENDLY tab. (The following options will appear.)
STALE – Click the drop down arrow and select **2 hrs**
OLD – Click the drop down arrow and select **3 hrs**
PURGE – Click the drop down arrow and select **4 hrs**
5.Select APPLY
6.Select the OBSERVED tab. (The following options will appear.)
STALE – Click the drop down arrow and select **2 hrs**
OLD – Click the drop down arrow and select **3 hrs**
PURGE – Click the drop down arrow and select **8 hrs**
5.Select APPLY
6.Select the AIR tab (The following options will appear.)
STALE – Click the drop down arrow and select **3 mins**
OLD – Click the drop down arrow and select **4 mins**
PURGE – Click the drop down arrow and select **8 mins**
5.Select APPLY
6.Select CLOSE

SMDL PROCEDURES

Make a Message Exportable
•Select **START.**
•Select **FBCB2.**
•Select **Mission Data Load.**
•Select **Message Manager.**
•Select the **File** you wish to transfer on the LEFT screen.
•Select **New Group** on the RIGHT screen.
•**Name** the new group.
•Select **OK.**
•Select the **group** you just created on the RIGHT screen.
•Select the **Make Exportable** button.
•Select **Close.**

Change a Saved Message to a Mission
•Select **START.**
•Select **FBCB2.**
•Select **Mission Data Load.**
•Select **Mission Data Loader.**
•Under the **Create/Edit** tab, select the **plus sign** on **Message.**
•Select the **File** you wish to transfer on the LEFT screen.
•Select **New Mission** on the RIGHT screen.
•Enter the **Mission Name.**
•Select **Save.**
•Select **Close.**
•Highlight the **mission** you just created on the RIGHT screen.
•Select **ADD File.**
•Select **Close.**

Write a mission to the SMDL
•Insert the SMDL into either a USB port or where the keyboard plugs into the display.
•Select **START.**
•Select **FBCB2.**
•Select **Mission Data Load.**
•Select **Mission Data Loader.**
•Select the **Write To** tab.
•Click on the drop down arrow and select **SecureMdlDevice.**
•Enter the password.
•Select **OK.**
•Select the **Mission** you wish to transfer on the LEFT screen.
•Select **Write.**
•Check mark **JCR.**
•Select **OK.**
•Select **OK.**
•Select **Close.**

Copy a Mission From a SMDL
•Insert the SMDL into either a USB port or where the keyboard plus into the display.
•Select **START.**
•Select **FBCB2.**
•Select **Mission Data Load.**
•Select **Mission Data Loader.**
•Select the **Copy From** tab.
•Click the drop down arrow and select **SecureMdlDevice.**
•Enter the password.
•Select **OK.**
•Select the **Mission** you wish to transfer on the RIGHT screen.
•Select **Extract.**
•Select **OK.**

Install a mission to OPS
•Select the **Install** tab.
•Select the **Mission** you wish to install.
•Select the **Install Mission** button.
•Select **OK.**
•Select **Close.**
•You will receive a message in your **FIPR** saying that you have installed a mission.

RETRANS OPERATIONS SETUP/

PRC-150 OPERATION STEPS

Same Net RETRANS Steps

1. Find the highest elevation in the area.
2. Ensure you have a AN/VRC 92E/F.
3. Ensure both VAA are connected.
4. Put top radio in FREQ of NET want to RETRANS.
5. Put the bottom radio in the same FREQ as top radio.
6. Move the radio Mode to RX/TX.
7. Place B-Radio (Top Radio) into RX Mode; place A-Radio (Bottom Radio) Into TX (to change press “data” key followed by “7/Change key until RX or TX is displayed.
8. Disconnect both Hand Microphones.
9. Connect “Dog Bone” cable to Top and Bottom radio Auto fill ports.

HOW TO PLACE A CALL ON HF RADIO USING 3G ALE

1. Ensure function knob is turned to “PT”
2. Radio should automatically start scanning
3. Press the 1 “Call” Button
4. Press ENTER on “AUTOMATIC” for type of call to be placed
5. Press ENTER on “INDIVIDUAL” to find the station name you want to call
6. Use up/down arrows to find the station name you wish to call
7. Press ENTER on the station name of your choice.
8. Allow Radio to search for the best channel to talk on
9. Once it beeps 3-5 loud beeps you are connected.
10. Use the push to talk button on the Hand Mic and conduct radio check with the station you are trying to reach.
11. If your radio does not have a RPA loaded into it turn it in to your COMMO representative so he/she can turn it into S6 to be programmed.

HF Antenna Priority:

Vehicle Mounted NVIS
Ground NVIS
Vehicle Whip
Ground Whip
Dipole

AN/PRC -117F Integrated Wave form OP Card

Pre-Programming Requirements	
V6.0.1.5 AN/PRC-117F IW firmware or later must be installed on all IW net radios IW SAT Access Authorization (SAA) with SATID and SERVICE Number ANDVT, KG84, and VINSON COMSEC: once loaded, the IW SERVICE automatically sets radio: COMSEC type, data rate, and other voice/date mode configurations	
(IW) Key Load and Programming Steps	
LOAD ANDVT COMSEC	Place radio in [LD] STORE FILL in ANDVT Compartment TEK01.
LOAD VINSON COMSEC	Place radio in [LD] STORE FILL in VINSON Compartment TEK01.
LOAD KG-84 COMSEC	Place radio in [LD] STORE FILL in KG-84 Compartment TEK01.
LOAD IW OW KEY	Place radio in [LD] STORE KEY in SATELLITE Compartment TSK01.
PGM [IW] NET	Press [PGM/S] select IW [<][ENT] select NETS [ENT] select 0 IWNWET0 [ENT] select YES [ENT]
SAT ID #	Select SATID[^]{v] [ENT]
SERVICES	Press [>] SRV NUM 00000 blinks. Type (5-digit) SRV NUM [ENT]
ADD A SERVICE * Up to 15 services per net	Press [^] until 00000 appears. [>] 00000 blinks. Type (5-digit)SRV NUM [ENT].
AUTO CONNECT ** (1) SRV NUM can be set as autoconn	Scroll SERVICES [^]{v] [<] Y or N blinks select {^][v] [ENT] [ENT] SAVES.
IW NET PGM COMPLETE *** other settings	[PRE +/-] to exit programming mode.

*** Default IW NET menu and SATID parameters are typical and should be modified only as required:

TX CAPABILITY FULL	RANGING ACTIVITY		EPOCH GROUND/MARITIME	TSEC OW ENCRYPTED
KEY POS (0,1,2,3) TSK01	PWR 10W	VAU PWR 50W	NAME IWNET0	PCFG [0 IWCFG0
Changing default SATID DOWNLINKS			[PGM/8] IW[ENT] SATIDTABLE [ENT] EDIT [ENT] select SATID (1 of 32) [^] [v] [ENT] select DOWNLINK [<][ENT] [ENT] select (1 of 10) DL FREQ and modify as required [ENT]. [PRE+] to exit programming.	

Com 12

AN/PRC -117F Integrated Wave form OP Card

CONNECTINT TO AN IW SERVICE

Calculate your assigned IW SATELLITE azimuth and angle.

Connect both antenna RF GAIN EXTENDERS to SATCOM Antenna.

Point Antenna with an unobstructed view toward the SATELLITE.

Connect RF cable to Antenna and manpack (J8) UHF port, or 50 W system (J7) SAT PORT.

Rotate radio function switch to [CT].
Press [MODE/3]
Select IW [v] [ENT]

ACQUIRING 4 SEC | **RANGING** | **CONNECTED**

*3 quick BEEPS heard when CONNECTED

CHANGING IW SERVICES

Press [CALL/1] select CONNECT [ENT]
Select SERVICE [^][v][ENT] connects
Note: Only programmed services are displayed.
Use NET radio OPTIONS to add servides.

SERVICE #	NET/UNIT

RADIO OPTIONS

Press [OPT/7]

COMSEC DAT/VOC
NET TIME POWER VIEW

Changing common IW net parameters while connected.
Note: VIEW includes IW MSG LOG and current 9OW) KEY LOCATION.

IW CO-SITE MITIGATION GUIDANCE- Numerous manpacks operating in close proximity.

Isolate antennas and adjust power as needed based on the chart below.

Power Output Setting	Recommend Antenna Separation
20 W	50 ft (~15 meters)
15 W	40 ft (~12 meters)
10 W	30 ft (~9 meters)
8 W	15 ft (~4.5 meters)

Avoid in-line (one behind the other) SATCOM antenna placement.

Utilize all SATCOM antenna gain extension elements.

Use low-loss RF isolation cable when length/distance is longer than 50 feet.

If available, use the AN/VRC-103 amplified system, which includes a sATCOM Co-site filter.

DAMA SATCOM
Programming for the AN/PRC-117F, 25 kHz
“Army Combat Net Radio” Network Service

Turn radio ON to CT, wait until it fully initializes. Follow menu trail to enter data as directed. Any item not covered is left at the default setting. > = ENT (ENTER). Do not skip any steps.

1. Set DAMA Home Channel:

Press PGM (8) then > DAMA > PRESETS > NETS > 0 DAMANET0 > CHAN > enter the three digit channel code. Press PRE +/- key once and return back to starting screen.

2. Set DAMA Terminal Base Address (TBA):

Press PGM (8) then > DAMA > PRESETS > NETS > 0 DAMANET0 > ADDR > BASE_ADDRESS > Set radios terminal base address, a five digit number. Press PRE +/- key once and return back to starting screen.

3. Set DAMA Guard List Address:

Press PGM (8) then > DAMA > PRESETS > NETS > 0 DAMANET0 > ADDR > GUARD_LIST > Set the network address using ADD menu. Network address is usually in range of 50000 – 65535. Press PRE +/- key once and return back to starting screen.

4. Set DAMA Key Locations to SATELLITE TSK 01:

Press PGM (8) then > DAMA > PRESETS > NETS > 0 DAMANET0 > TRANSEC > OW ENCRYPTION > ON > Set KEY LOCATION 0, 1, 2 and 3 to TSK 01 – all four. Press PRE +/- key once and return back to starting screen.

5. Set COMSEC Mode and TEK:

Press PGM (8) then > DAMA > PRESETS > PORT_CONFIG > 0 DAMACFG0 > COMSEC > CRYPTO MODE > ANDVT > TEK 01, press ENT. Press PRE +/- key once and return back to starting screen.

6. Set DAMA Configuration Code:

Press PGM (8) then > DAMA > PRESETS > PORT_CONFIG > 0 DAMACFG0 > CONFIG_CODE > 25 kHz PORT CONFIG CODE > enter 060 and press ENT. Press PRE +/- key once and return back to starting screen.

7. Set DAMA Destination Preset Address:

Press PGM (8) then > DAMA > PRESETS > DESTINATIONS > 0 DAMADEST00 > 25K_AC > ADD > program the guard list address as already entered in guard list for step 3. Press ENT to set. Press PRE +/- key once and return back to starting screen.

8. Set DAMA Destination Preset Name:

Press PGM (8) then > DAMA > PRESETS > DESTINATIONS > 00 DAMADEST00 > NAME > enter name of NETWORK – C2NET, FIRES etc. Press ENT to set. Press PRE +/- key once and return back to starting screen.

9. Load ANDVT TEK to radio with FILL Device:

Rotate radio function switch to LD, connect fill device and load designated TEK to ANDVT TEK 01. Disconnect fill device and return function switch back to CT. See next page.

10. Load DAMA EOW TSK to radio with Fill Device:

Rotate radio function switch to LD, connect fill device and load designated TSK (C559X) to SATELLITE TSK 01. Disconnect fill device and return function switch back to CT.

11. Setup SATCOM Antenna:

Position SATCOM antenna on the correct magnetic azimuth and elevation angle. Connect coax to J8 jack on radio.

12. Put RADIO in DAMA Mode:

Press MODE button (3), scroll to DAMA and press ENT. Radio will configure DAMA and begin to acquire. Wait for radio to display it is NET CONNECTED. Do not proceed if NET CONNECTED cannot be achieved or observed. Watch for the following:

ACQUIRING – Radio is looking for DAMA signal. Seeing this too long is a problem.

FRAMELOCK ACHIEVED – Antenna and Coax are pulling in DAMA signal. If not seen check steps 1, 11, and 12.

MINIMUM PRECEDENCE AND FRAME FORMAT – DAMA EOW TSK is correct and has decrypted information from the DAMA channel.

RANGING AND RANGING COMPLETE – If radio is stuck in ranging, cycle with PGM > YES > CLR and watch it start over again.

Stuck in ACQUIRING – First check steps 11, 1, 2, 3, 4, and 10. Skip steps 11 and 1 if frame lock has been observed.

13. Make a DAMA Call to the Network Address:

Press Circular arrow key until service IDLE is displayed. Press CALL button (1), Select PLACE A CALL. Select DAMA Destination 00, Precedence ROUTINE, Duration Indefinite 0000. What for RCCOW transmission. Upon RX/TX service message, listen on the handset and make a call to your NCS with “Call sign this is Call sign to your NCS.

Service State – stuck in PENDING or QUEUED – check steps 3 and 7 for a correct single 1 of 1 network address in 50000 – 65535 range.

14. Information Request Received:

Note code and press enter on 00000 to acknowledge seeing code. Troubleshoot programming by the following. Start at step 12 after fixing problem.

88 or 89 – Check step 6 – set to 060

82 – Check steps 3 and 7 for a correct single 1 of 1 network address in 50000 – 65535 range.

15. Maintain radio watch with service state of ACTIVE:

Keep radio display on service state screen and watch that is remains ACTIVE. Perform step 13 if service goes to PENDING or IDLE. Perform step 12 is radio goes to RANGING with a DAMA mode cycle of PGM > YES > CLR. Respond to all radio calls quickly.

Retrans Team # ____

Task: Provide Retrans FM Communications.
Purpose: FM Retrans will allow the SQDN to talk over FM communication assets while operating in the AOR

Nets being Retrans'd:
SQDN CMD 415
SQDN A/L 417
SQDN O/I 418
BPT Retrans SQDN Fires 420

Means to communicate with Retrans:
Primary: JCR FIPR to rolenames;
RTNS1-2SQ1CAV-1BCT4ID
RTNS2-2SQ1CAV-1BCT4ID
RTNS3-2SQ1CAV-1BCT4ID
Alternate: NET ID 416 FH/CT
Contingency: 39.650 MHZ SC/PT

SPEED Shot Showing Coverage

Location: **Alternate:**

Code words to move:
Back to Last Location: Black Jack
Alternate Location: Ace
Back to TOC: Dealer
Execute Contingency: Casino

Phase: **OPORD:**

Enemy Situation:

Attachments/Detachments:

Mission:

Scheme of Maneuver:

Tasks to Subordinate units:

Security Plan:

Enemy SITEMP

Com 15

Retrans Team OPORD Brief (cont)

Priorities of Work:

_____Est. Retrans
_____EmplaceObstacles
_____Emplace LP/OP
_____Draw Range Cards
_____DrawSectorSketch
_____CleanWeapons

_____Security
_____Camouflage
_____Dig Hasty Pos
_____Dig Fighting Pos

Coordinating Instructions:_____
_____
_____
_____
_____
_____
_____
_____
_____

Chain of Command:
S6 OIC, Section Chief, Retrans TM Chief,

Equipment:

___NVG's
___Binos
___Fuel
___Oil
___Hydraulic Fluid
___Water
___Concertina Wire
___Signal Panel
___Compass
___Protractor
___CLS Bag
___Basic Load of Ammo
___Individual Soldier Equipment
___Retrans Box of Spare Parts

___Map
___MRE's
___MOPP Gear
___QUEAMs
___Chem Lights
___Batteries
___Retrans Cable (Dog Bone)
___Spare Connectors
___COMSEC*

Movement Annex

The Retrans team will link up with _____
At _____(grid) NLT _____
Report to _____
You will SP NLT_____and cross the LD NLT _____
Movement formation will be_____
Order of March_____
RP_____
Estimated time of arrival_____
Report Crossing all phase lines and check points.
Possible critical points along the route are:
_____
_____

Strip Map

*** Leadership must determine the threat and weather COMSEC fill/ fill device will go forward with the team.**

Sustainment Command Posts

FIELD TRAINS COMMAND POST (FTCP)

The field trains command post, under the command of the FST commander, conducts all logistics operations (with the exception of medical) for the reconnaissance squadron. The FTCP is normally collocated with the brigade support battalion (BSB) in the brigade support area (BSA). The Field Trains consists of the FST commander, FST 1SG, FST XO, general supply section, ammunition section, fuel section, field feeding section, and S1 representative. Approximately 33 Soldiers man the FTCP based off MTOE numbers, but it is recommended that the FST also have at least one generator mechanic and operations NCO to assist operations.

The Field Trains executes squadron support operations. The FST XO provides the interface with the FST CDR, BSB, and the CTCP on all squadron logistics operations. Key tasks include:

- Organize all classes of supply, personnel, and mail going forward into logistics packages (LOGPAC) under the direct control of the Distro Platoon Leader.
- Dispatch LOGPACs.
- Maintain the FST Command Post
- Coordinate logistical support with squadron, BSB and the SPO

The primary C2 systems found in the FTCP are FM and JCR-LOG. The FST monitors the command net and the A/L net. It maintains communications with the BSB.

COMBAT TRAINS COMMAND POST (CTCP)

The combat trains command post under the command of the HHT commander provides forward logistics operations, including medical, for the reconnaissance squadron. The CTCP is normally located within the Squadron's Area of Operations. The Combat Trains consists of the HHT commander, HHT 1SG, HHT XO, the Squadron S4 OIC, S1 OIC, Unit Maintenance Collection Point (consisting of FST Field Maintenance and Maintenance Control sections), emergency resupply from distro platoon, and Main Aid Station.

The squadron S4 is responsible for planning and integrating logistics into the plan at the CTCP. The HHT Commander is responsible for movement and security of the CTCP. Key tasks include:

- Plan all aspects of Squadron Sustainment Operations.
- Provide forward medical and maintenance support
- Maintain the COP.
- Coordinate personnel service support.

The primary C2 systems found in the CTCP are FM, JCR-LOG, BCS3 and VSAT. The CTCP monitors the command net and the A/L net.

ADMIN and LOGISTICS OPERATIONS CENTER (ALOC) (Stability Ops)

The ALOC, under the direction of the FST commander is responsible for all logistics planning and execution. The flow of information moves from the troop 1SGs and CTCP to the ALOC to the FST for execution. The S4 section receives requests (Yellow 1 format attached), analyzes consumption trends and determines troop needs based on mission and availability. PASR (personnel accounting and strength reporting) is handled at the ALOC through the S1 section which is co-located. The FST CP is also co-located in the ALOC as the operations portion of the ALOC. The S4 facilitates all logistical planning in order to effectively push LOGPAC to the intended units. The FST commander coordinates with the S4 in order to most efficiently resource the logistical needs of the unit and to tailor requirements to capabilities and timelines.

Maintenance/6-Line Maintenance Report

5988E Schedule/Flow:
Units will conduct PMCS prior to the arrival of the LOGPAC and faults will be verified by the field maintenance team. LOGPAC will bring fresh 5988Es daily and conduct exchange, returning verified 5988Es to the UMCP for update and to obtain parts if necessary.

5988E flow is as follows:

Operator → Supervisor → XO → Team Chief → XO → 1SG → LRP → UMCP

Dispatch Procedure:
Dispatches will expire in 72 hours or IAW guidelines from higher headquarters. LOGPAC will pick up 5988Es with QA/QC sheet verified by field maintenance team. Dispatches will be returned with the LOGPAC at a designated exchange point and time. Field maintenance teams will conduct all Stryker QA/QC in the field.

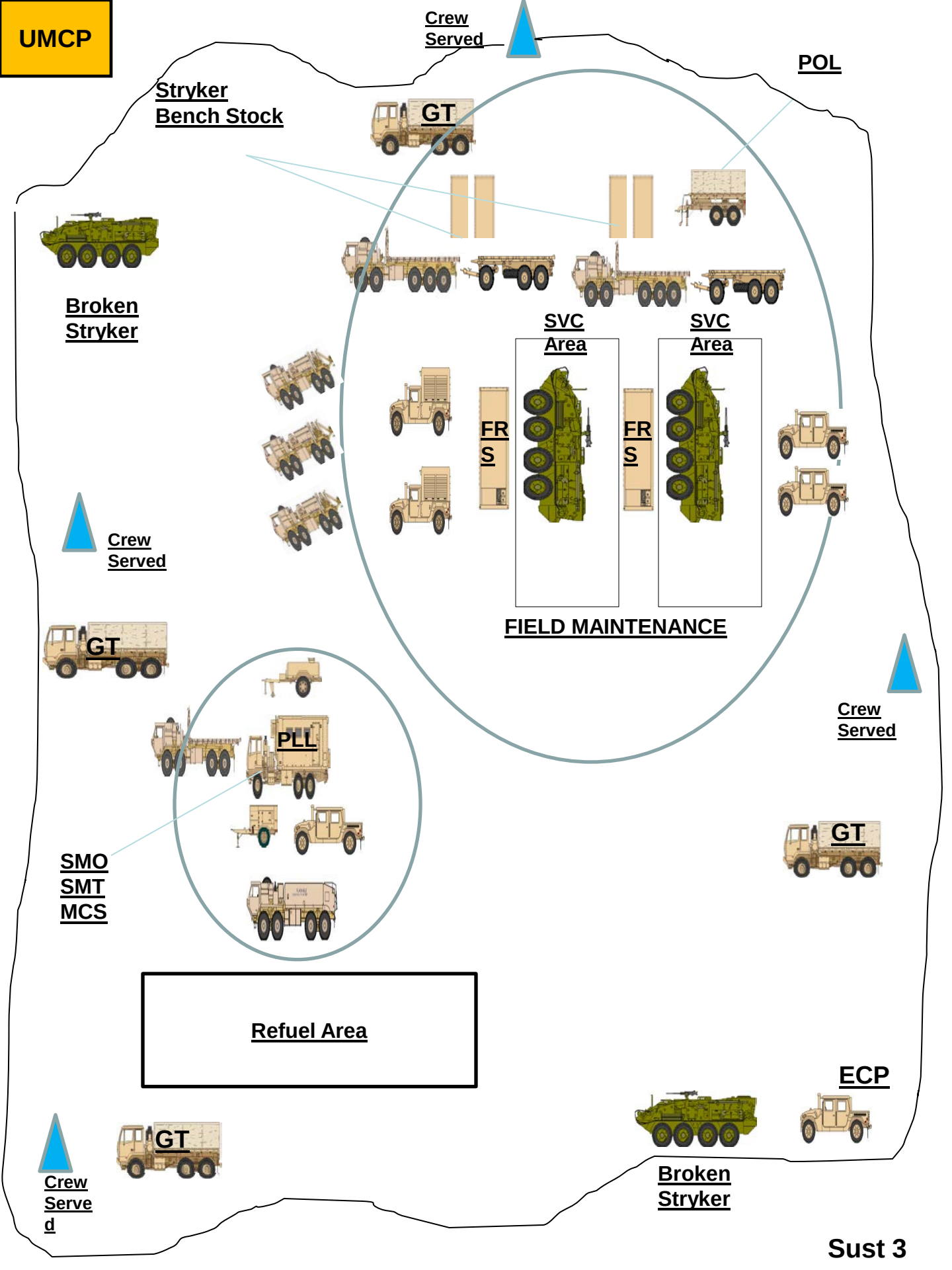
Conditions for Evacuation:
If the field maintenance team cannot repair the vehicle/equipment in 2-3 hours, it will be evacuated to the UMCP. The UMCP under the guidance of the Maintenance Control Section will have 24-48 hours to repair the vehicle/equipment or it will be evacuated from the UMCP to BSA. Evacuation method with be either like vehicle recovery to UMCP or via M984 Wrecker called forward depending on the current tactical situation.

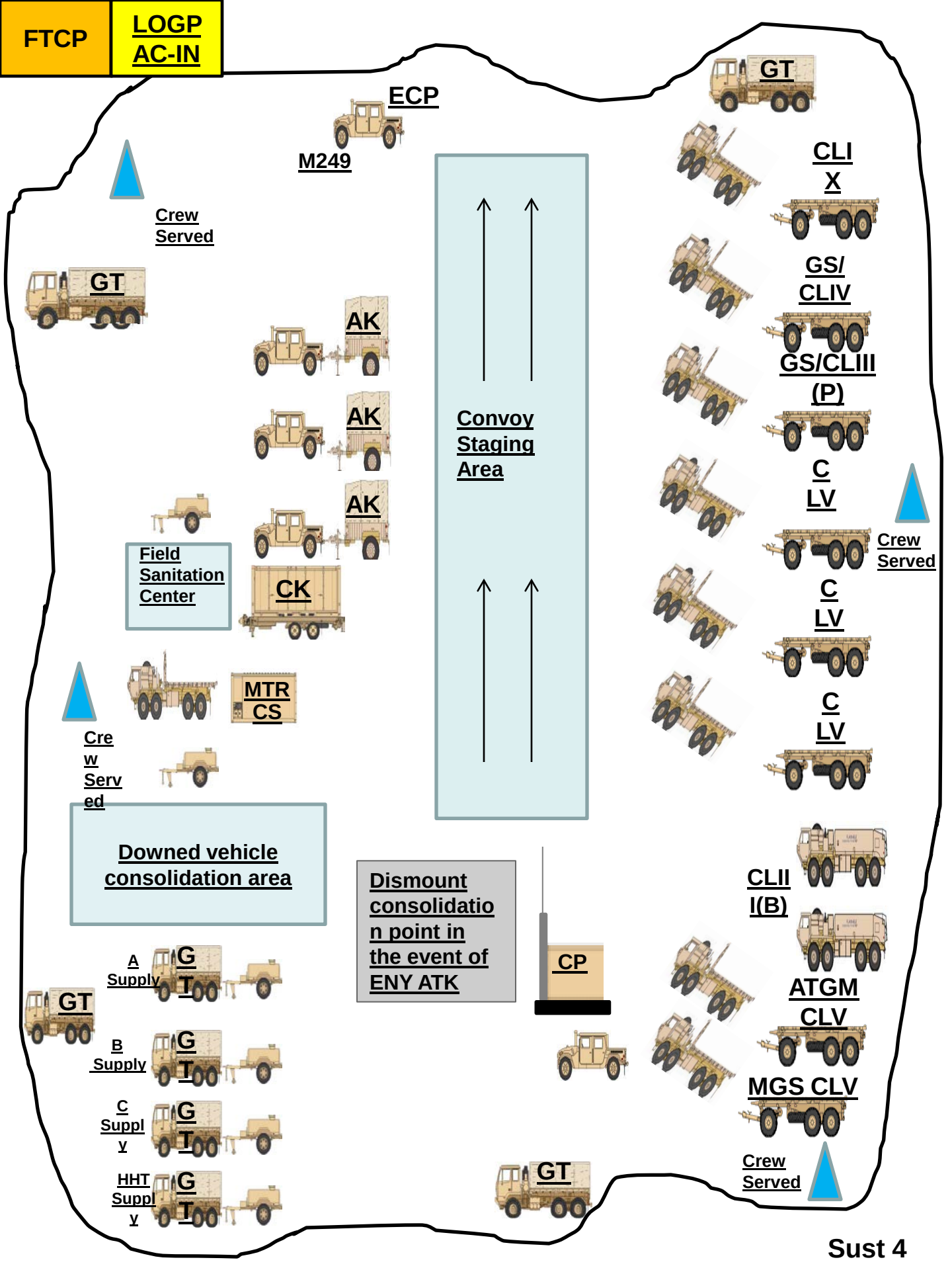
Recovery Plan:
During offensive and defensive operations: The preferred method will be for the field maintenance team and troop XO to set up a maintenance collection point (MCP) for coordination of pick up with a M984 Wrecker from the UMCP. Depending on the tactical situation troop might have to utilize like vehicle recovery and self evacuate the vehicle/equipment back to the UMCP.

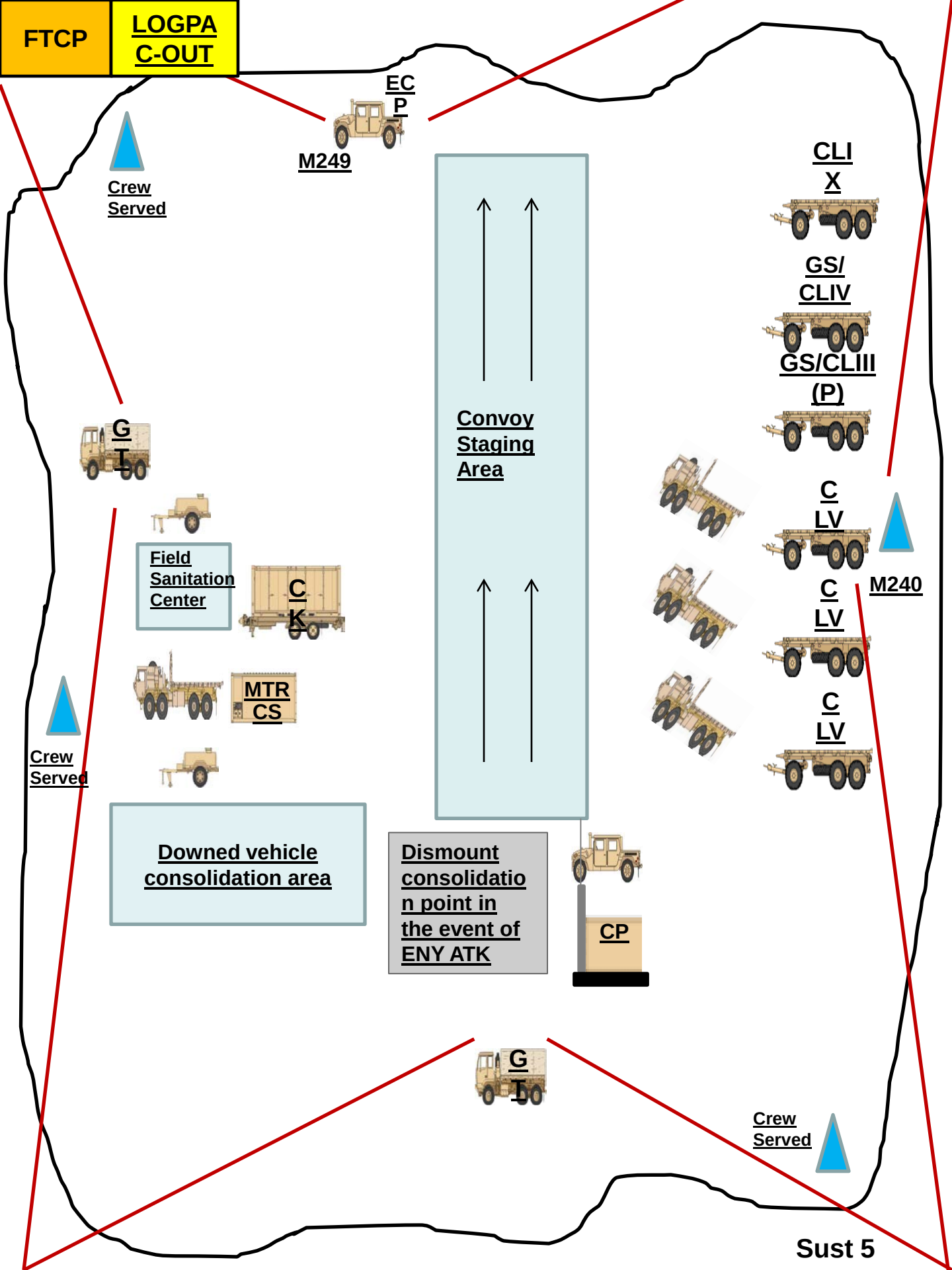
EXAMPLE:

Line 1	**A. Admin #** **B. Type of Equipment (Be Specific)**	A. HQ 33 B. M3A3
Line 2	**Fault Description**	Fan tower inop
Line 3	**A: Nomenclature** **B: NSN with quantity**	A. Fan, vaneax B. 01-111-2267, 1 each
Line 4	**Evac** A: Wheeled B: Tracked C: LOGPAC (M/E) D: Other (specify) E: None	B
Line 5	**MXP (if needed)**	B211
Line 6	**Grid**	GA 1733 8420

Sust 2


UMCP
Crew Served
POL
Stryker Bench Stock
GT
Broken Stryker
SVC Area
SVC Area
FRS
FRS
Crew Served
GT
FIELD MAINTENANCE
Crew Served
PLL
GT
SMO
SMT
MCS
Refuel Area
ECP
GT
Crew Served
Broken Stryker
Sust 3


FTCP
LOGP
AC-IN
ECP
M249
GT
CLI
X
Crew
Served
GT
GS/
CLIV
AK
GS/CLIII
(P)
AK
Convoy
Staging
Area
C
LV
AK
Crew
Served
Field
Sanitation
Center
CK
C
LV
MTR
CS
C
LV
Cre
w
Serv
ed
Downed vehicle
consolidation area
Dismount
consolidatio
n point in
the event of
ENY ATK
CLII
I(B)
CP
A
Supply
GT
ATGM
CLV
GT
B
Supply
MGS CLV
C
Suppl
y
HHT
Suppl
y
Crew
Served
GT
Sust 4


FTCP
LOGPA
C-OUT
ECP
M249
Crew Served
CLIX
GS/ CLIV
GS/CLIII (P)
C LV
C LV
C LV
M240
GT
Convoy Staging Area
Field Sanitation Center
CK
MTR CS
Crew Served
Downed vehicle consolidation area
Dismount consolidation point in the event of ENY ATK
CP
GT
Crew Served
Sust 5

Convoy Checklist

For Review by Convoy Commanders

Vehicle Inspections	Status
Current vehicle dispatch	
Check fuel/fluid levels	
Recovery assets (Towbars/chains)	
Fire Extinguishers (x1 per vehicle)	
Turn signals and lights serviceable/functional	
Gunner restraints	
Cargo secured	
VS-17 Panel(s)	

Command and Control	Status
Designate Assistant Convoy Commander	
Assign A&L, EPW, Recovery teams	
Identify Medic, OC, Safety locations	
Conduct Rehearsal/ROC drill	
Conduct PCCs/PCIs (Water, Ammo, Proper PPE, ID card/tags, Licenses)	
Conduct Convoy Brief (IAW Smart Card format)	

Communications	Status
Radio check (1x radio per vic & 2 in CC vic)	
Call signs & Frequencies Smart Card	
9-line MEDEVAC Smart Card	
9-line UXO Smart Card	
Contact Report, SITREP, BDA Smart Card	

Accountability	Status
Personnel Accountability	
SI Inventory (Weapons, NVGs, Sights, Radios)	

Convoy Commander:

_____

Asst Convoy Commander:

_____

CONVOY BRIEF SMART CARD

1) SITUATION

Area of Operations

Friendly Forces

Task Organization:

Units in AO/along RTE:

Support Units:

Enemy Situation

SIGACTS (last 48 hrs):

Threats:

Capabilities:

Civil Considerations

Light & Weather

Sunrise/Sunset:

High /LowTemp:

Precipitation:

Illumination:

2) MISSION

Mission Statement (Who, What, When, Where, Why)

3) EXECUTION

Commander's Intent

Route

Primary:

Alternate:

Phase Lines:

Checkpoints:

Start & Release Point(s):

Destination:

Identified Hazards/Obstacles:

Movement

Number of Vehicles:

Number of PAX:

Order of Movement:

Formation:

Convoy Speed:

Vehicle Intervals:

Timeline

PMCS Time:

Radio Check Time:

Rehearsal Time:

PCC/PCI Time:

Load Time:

SP Time:

Arrival Time:

Safety/Emergency Measures

Sectors of Fire:

Accident Plan:

Breakdown Plan:

Recovery Plan:

Separation from Convoy:

Vehicle Rollover:

Battle Drills

React to contact/Maintain movement:

Convoy forced to stop:

Casualty Evacuation/Recovery:

Break contact:

React to IED:

Actions at Danger Areas

Known intersections:

Bridges:

Large open areas:

Sharp incline/decline:

Roadblocks:

4) SUSTAINMENT

Rations & Water Levels:

Resupply Plan:

Refuel Plan:

Self-Recovery Assets:

Cargo (CL of Supply/Vehicles):

Method of MEDEVAC/CASEVAC:

MEDEVAC Freq:

HLZ Location:

Convoy Medical Personnel/Location:

5) COMMAND & SIGNAL

Chain of Command:

Location of Key Leaders:

Call signs:

Radio Frequencies:

Prearranged Signals (Vehicle Lights/ Hand & Arm Signals):

Sust 7

LOGPAC SOP

Overview: Each morning following stand-to the S4 OIC will hold a update brief (LOGSYNCH) meeting via SQDN A/L with the line TRP XOs, S1 OIC, FST XO, SMO, and distro platoon leader. The S4 will brief the tactical update, route status, future operations, and status of all classes of supply at the SQDN and BDE level. The S1 OIC will brief the personnel status, specifically the status of replacements, WIA, and/or KIA. The FST XO and SMO will brief the current and projected FST combat power, maintenance issues, CLI load times, and current operations. The distro platoon leader will brief his CONOP for the day's LOGPAC and confirm with the line TRP XOs the linkup location and time. The line TRP XOs will brief any changes to PERSTAR and LOGSTAT and any maintenance issues by bumper # or weapon type and admin #.

Prepare and upload supplies: Following coordination with the FST, unit supply SGTs will pick up their supplies for the day's LOGPAC.

-Class I: Food is located with the field feeding team (FFT). Water blivets or bottled water is located with the FFT with resupply pushes from the BSA.

-Class II, III(P), IV, VI, and IX: Supply SGTs will pick up all of these supplies at the BSB Service and Support Area (SSA).

-Class III(B): The FST will attach one fueler as part of each Troop'svLOGPAC (if available).

-Class V: Will be drawn from the BDE ATHP before any SQDN reserves are exhausted.

Coordinate personnel actions:

-Mail and administrative paperwork: Supply SGTs will pick up mail and administrative paperwork from the S1 section.

-Personnel replacements: Supply SGTs will transport replacements and their gear on the supply trucks as part of LOGPAC.

Tactical roadmarch: The LOGPAC convoy will be a tactical road march led by the distro platoon leader. In addition to the distro platoon leader, the convoy will consist of the unit supply SGTs and any fuelers, ammo trucks, and escort vehicles. The fuel and ammo vehicles will follow the supply SGT of the unit to receive the supplies first.

Return of LOGPAC to LRP: Generally, unit 1SGs have two hours to return their LOGPAC elements to the FTCP, however the timeline is METT-TC dependent and will be briefed at all LRP meetings. 1SG will be prepared to laterally transfer LOGPAC between units, especially fuelers. The SQDN S4 will publish the plan for the distribution of fuel and ammo.

Backhaul: Supply SGTs will normally backhaul the following items.

-Excess Class I and trash
-Broken equipment for repair or exchange
-Vehicle and equipment 5988Es
-Casualties
-Mail
-Administrative paperwork for PAC
-Used sling load gear

LOGPAC Checklist

1. HHT and D TRP actions prior to departing

- ☐ Check w/ PLL for any CL IX parts that need to be picked up.
- ☐ Check w/ commo for any radios that have been fixed or parts that need to be picked up.
- ☐ Ensure support is aware of any CL IV requested by units.
- ☐ Ensure CL III package that was requested is on the LOGPAC.
- ☐ Ensure DFAC has proper headcount. Make adjustment for any changes.
- ☐ Ensure ration breakdown is correct (milk, mermites, utensils, coffee).
- ☐ Ensure your water buffalo is hooked up and topped off.
- ☐ Line up in order (HHT, A, B, C). Ensure the fuelers know who to follow.
- ☐ Ensure you are using the proper lighting. Service drive will only be used during training events, outside of the training area. In a tactical environment, use stoplights during the day and blackout drive with chem lights on the backs of all vehicles at night.

2. Line TRP actions before leaving unit assembly area

- ☐ Ensure you have collected all 5988's; check w/ PSGs.
- ☐ Check w/ PSGs and mechanics for any POL package products they might need on the next LOGPAC.
- ☐ Check with your TOC for any CL IV requirements.
- ☐ Check with commo for anything they need to turn in.
- ☐ Check for any changes in headcount.
- ☐ Ensure PLTs filled water cans.
- ☐ Ensure all trash is bagged and tied.
- ☐ Ensure all utensils and mermites are collected.
- ☐ Give 5988E's to NCOIC or OIC at LRP.

3. Actions at the LRP

- ☐ Next LOGPAC location and time.
- ☐ Exchange LOG reports.
- ☐ Verify requests on LOG reports w/ 1SGs.
- ☐ Verify 1SGs know about attachments and include in headcount.
- ☐ Discuss any class of supply problems.
- ☐ Verify turn-around time for LOGPAC (2 hour SQDN standard).
- ☐ Verify personnel status .
- ☐ Discuss with 1SGs if religious support is needed within next 24 hours.
- ☐ Address any specific medical problems that occur in the troops.
- ☐ If combat operation is to occur, conduct rehearsal of CSS portion or operation at LRP 30 minutes prior to LOGPAC.
- ☐ Discuss any other logistical issues that occur within squadron.

4. Actions upon returning

- ☐ Return all mermites, juice jugs, and utensils to DFAC or CK.
- ☐ Ensure all trash bags are tied and thrown on trash truck or dumpster.
- ☐ Give any changes in headcount to DFAC.
- ☐ Give commo any radios.
- ☐ Inform support of any classes of supply requirements for next LOGPAC.
- ☐ Ask DFAC if they need any water before convoy leaves to resupply.

LOGPAC Convoy PCIs

General

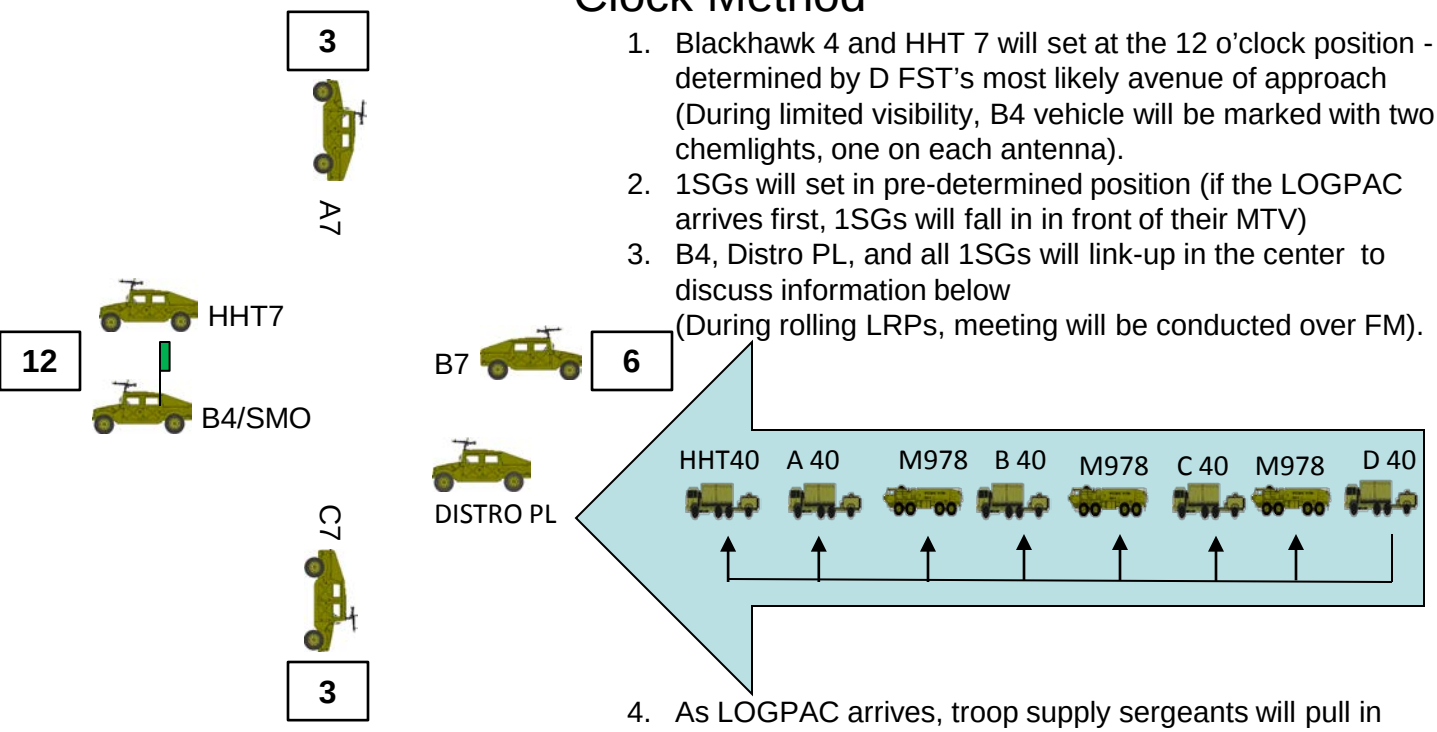
- ❑ Weapons and Ammunition
  - Complete Basic Load
  - Weapons clean and functions checks
  - Weapons zeroed / sights zeroed
  - Ancillary equipment tied down
- ❑ Maps and Graphics
  - All operational graphics in each vehicle
- ❑ Uniforms and Equipment
- ❑ Soldier understanding of mission and individual responsibilities
- ❑ Soldiers with pen and paper
- ❑ Communications and SKL, to include operating frequencies in area
  - Mounted and Dismounted Commo (batteries, handsets)
  - Internal Commo
  - CVCs operational
  - Short and Long Range Commo Checks
  - MEDEVAC Freq (if not SQDN)
- ❑ Binoculars
- ❑ Rations and water (3 DOS)
- ❑ Pyro, Smoke, VS-17 Panels
  - Make sure on hand
  - Knowledge of signals
- ❑ CLS Bag in every vehicle
- ❑ Knowledge of air units in area
- ❑ Locations of contact prior 48 hours
- ❑ Waypoints entered into BFT/JCR
  - AXP
  - CCP
  - Routes (Primary and Alternate)
- ❑ NVDs
  - Operational
  - Spare Batteries
  - Rhino mounts mounted
  - Optics on weapons (Day/Night)
- ❑ Test Fire
- ❑ Deficiencies noted in earlier inspection
- ❑ Rehearsals

LOGPACs

- ❑ Fuel / fluid levels topped off
- ❑ Crew Served Weapons operational and test-fired
- ❑ NVGs with batteries
- ❑ Before movement PMCS and 5988Es completed
- ❑ Vehicles dispatched
- ❑ Drivers licensed
- ❑ Soldiers with dog tags and I.D. cards
- ❑ VS-17 panels / LZ markings
- ❑ Class I basic load (MRE's + Water)
- ❑ Communication check of all available systems
- ❑ Tow bars inspected
- ❑ Cargo secured
- ❑ Flashlights w/ extra batteries and bulb
- ❑ Maps with graphics / strip maps
- ❑ Emergency call signs and frequencies posted in each windshield
- ❑ MEDEVAC 9-line format posted in each windshield
- ❑ Commo cards posted in each windshield
- ❑ Windows and mirrors cleaned
- ❑ Turrets functional
- ❑ Crew served weapons properly mounted
- ❑ All soldiers attended convoy brief
- ❑ Convoy order and execution matrix
- ❑ Map with current graphics
- ❑ Strip map with extra copies
- ❑ Sensitive items / personnel list
- ❑ Medic/CLS in convoy
- ❑ Risk assessment signed by the commander
- ❑ BFT/JCR (programmed with appropriate mission information and route waypoints)
- ❑ Vehicle and personnel manifest
- ❑ CREW present and functional
- ❑ LRP link-up frequencies + call signs
- ❑ Supply Sergeant/Attachment capabilities/ number of weapons systems and personnel
- ❑ Supply Sergeant/Attachment rehearsals including actions on contact
- ❑ LOGPAC + Supply Sergeants/Attachments fulfill Orange 1 Request

LRP/LOGPAC Link-Up

Clock Method



1. Blackhawk 4 and HHT 7 will set at the 12 o'clock position - determined by D FST's most likely avenue of approach (During limited visibility, B4 vehicle will be marked with two chemlights, one on each antenna).
2. 1SGs will set in pre-determined position (if the LOGPAC arrives first, 1SGs will fall in in front of their MTV)
3. B4, Distro PL, and all 1SGs will link-up in the center to discuss information below
(During rolling LRPs, meeting will be conducted over FM).

Any attachments will co-locate with the troop that they are attached to.

4. As LOGPAC arrives, troop supply sergeants will pull in behind their 1SGs vehicle.
5. At the conclusion of the meeting, 1SGs will escort their supply sergeants to the troop AA.

The purpose of the LRP meeting is quickly communicate any sustainment issues prior to the LOGPAC arriving at the LRP. The meeting should last no longer than 5-10 minutes.

Roll Call:

B4, SMO, DISTRO PL/PSG, D 5/7, HHT5/7, A5/7, B5/7, C5/7, (Attachment) 5/7

DISTRO PL:

-Brief any changes to sustainment nodes (BSA, FLEs, CTCP, FTCP, MAS, FAS)
-Review ammo distribution and any issues or changes
-Brief what each troop is receiving for LOGPAC
-Brief link-up time and location for returning the CLP

B4:

-Brief changes to LOGSYNCH matrix and upcoming critical events
(distribute updated LOGSYNCH matrix if applicable)
-Receive S2 products from troops and distribute SQDN S2 products to troops
-Changes to medical support (location of SAS; medic support for operations)

SMO:

-Exchange 5988E & dispatches
-Discuss critical parts and POL on LOGPAC
-Discuss maintenance issues if applicable

Troop[5/7: **(**Order of brief: HHT, A, B, C, D, attachments)

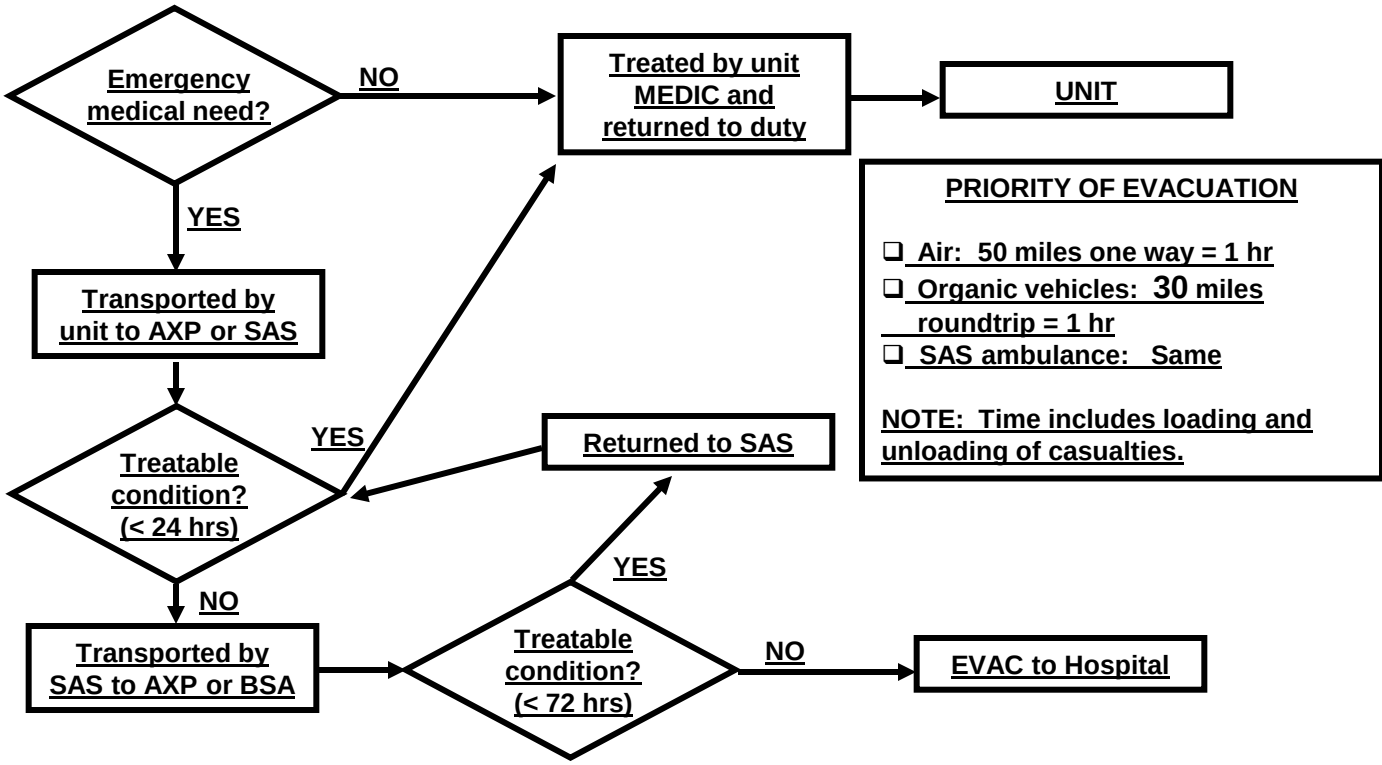
-Backbrief DISTRO PL and SMO
-Personnel forecasts for next 24 hours (deploy and redeploy)
-Special supply requests next 24/48/72 Hrs

Sust 11

Alibis

CASUALTY FLOW

Dust-off MEDEVAC may occur at any level based on METT-TC. If injuries allow casualty will retain ACH and protective mask. All Weapons and other equipment remain with the unit. All units will designate primary and alternate vehicles for casualty evacuation.



MEDICAL EVACUATION SUPPORT CHECKLIST

- ❑ Location of:
  - ❑ Troop CCP
  - ❑ SAS
  - ❑ AXP
  - ❑ Other Level 1Medical Assets
  - ❑ C MED (Level 2)
- ❑ Evacuation routes
  - ❑ Primary and alternate
  - ❑ Traffic ability (condition, obstacles, overhangs)
- ❑ Security
- ❑ Strip maps
- ❑ Overlays
- ❑ LZs designated for air ambulances
- ❑ Type of litter (NATO standard, SKED)
- ❑ Evacuation assets available (requested/prepositioned)
- ❑ Ground ambulance
- ❑ Non-medical transportation vehicle
- ❑ Aircraft (UH-60A/CH-47)
- ❑ Mass casualty plan (resourced/rehearsed/coordinated).
- ❑ Litter bearers
- ❑ Combat lifesavers
- ❑ Vehicles
- ❑ Class VIII (medical supplies)
  - ❑ Class VIII resupply (prepackaged)
  - ❑ Combat Life Saver
  - ❑ Combat medic
  - ❑ SAS
- ❑ Communications (Call sign/frequency)
- ❑ Battery/Battalion command ANL net
- ❑ FSB & FSMC command net
- ❑ CBRN casualty plan
- ❑ Location of decontamination site
- ❑ Personnel augmentation
- ❑ Enemy personnel casualty plan

Combat Lifesaver Bag

NSN	DESC	QTY	U/I
4240-01-568-3219	STRAP CUTTER COMBAT	1	EA
6510-00-201-1755	BANDAGE MUSLIN	3	EA
6510-00-786-3736	PAD ISOPROPYL ALCOH	6/200	PG
6510-00-926-8884	ADHESIVE TAPE SURGICAL	1 / 4	PG
6510-01-492-2275	BANDAGE KIT ELASTIC	2	EA
6510-01-503-2117	BANDAGE GAUZE	2	EA
6510-01-532-6656	BANDAGE KIT ELASTIC	1	KT
6510-01-562-3325	BANDAGE GAUZE IMPREG	2	EA
6510-01-573-0300	DRESSING CHEST SEAL	2	EA
6515-00-935-7138	SCISSORS	1	EA
6515-01-449-1016	SHIELD EYE SURGICAL	1 / 12	EA
6515-01-494-1951	SPLINT UNIVERSAL	1	EA
6515-01-521-7976	TOURNIQUET COMBAT	2	EA
6515-01-525-1975	GLOVE PATIENT EXAM	4	EA
6515-01-529-1187	NASAL TRUMPET	1	EA
6515-01-540-7226	LEASH SHEARS TRAUMA	2	EA
6515-01-541-0635	NEEDLE DECOMPRESS	2	EA
6515-01-574-8111	BAG TC3 COMBAT	1	EA
6532-01-524-6932	BLANKET SURVIVAL	1	EA
6532-01-525-4062	BLANKET HEATING	1 / 8	PG
7520-00-312-6124	MARKER TUBE	2 / 12	PG
6510-00-935-5823	BANDAGE ELASTIC	1 / 10	PG

IFAK

NSN	NOMENCLATURE	QTY
6515-01-521-7976	Tourniquet, Combat Application	1
6510-01-492-2275	Bandage Kit, Elastic	1
510-01-503-2117	Bandage GA4-1/2”100’s	1
6510-00-926-8883	Adhesive Tape Surg 2”6’s	1
6515-01-180-0467	Airway, Nasopharyngeal, 28Fr, 12s	1
6515-01-519-9161	Glove, Patient Exam 100’s	4
6510-01-562-3325	Dressing, Combat Gauze	1

MEDEVAC/CASEVAC Procedures

a. **Point of injury** – Self/Buddy-Aid and CLS treatment. (Platoon Medic if available)

b. Unit on site establish and utilize casualty collection points (CCP).

c. Senior Line medic render aid and collect casualties at the unit CCP and perform triage using the DIME method:

1. **Immediate** – condition demands immediate treatment to save life, limb, or eyesight.

2. **Delayed** – less risk of loss of life, limb, or eyesight.

3. **Minimal** – can be treated by self or buddy-aid.

4. **Expectant** – critically injured that only prolonged treatment can increase life expectancy.

d. All sensitive items will be left with the unit personnel minus the protective mask.

e. First medic to treat each casualty will initiate a DD 1380 Field Medical Card or Tactical Combat Casualty Care (TC3) Card.

f. MEDEVAC method and request is determined and sent by senior combat medic, 1SG, or senior personnel on ground.

g. Methods of HLZ marking

1. Day- Smoke or VS-17 Panel
2. Night- IR Strobe or chem-lights

h. 1SG will evacuate casualty to the nearest Squadron Aid Station (SAS, MAS, FAS) or Medical Treatment Facility (MTF).

i. At the SAS/MTF, litter bearers download casualties, conduct litter exchange and Class VIII re-supply for ambulances.

j. Treatment NCO at triage area will organize casualties using DIME and the following colored stakes or chem-lights:

1. **Immediate** – RED

2. **Delayed** – YELLOW

3. **Minimal** – WHITE

4. **Expectant** – BLUE

k. From the triage area, casualties will be moved into the SAS for treatment by litter bearers.

l. Litter bearers will move treated casualties from the triage area into the SAS.

m. Air MEDEVAC assets provide evacuation from the SAS, AXP or nearest HLZ.

n. Evacuation Priorities.

1. **Urgent** – Two hours or less

2. **Priority** – Four hours or less

3. **Routine** – Within 24 hours (convenience)

o. MED PL and/or S-1 representative records patient information and disposition as casualty is moved to evacuation area. They will also send casualty reports to the SQDN TOC and Brigade Surgeon section during lulls in the battle. The S-1 rep. will utilize the same casualty tracker and can also assist in logging patients (Patient's name, SSN, company, time in, disposition, and time evacuated).

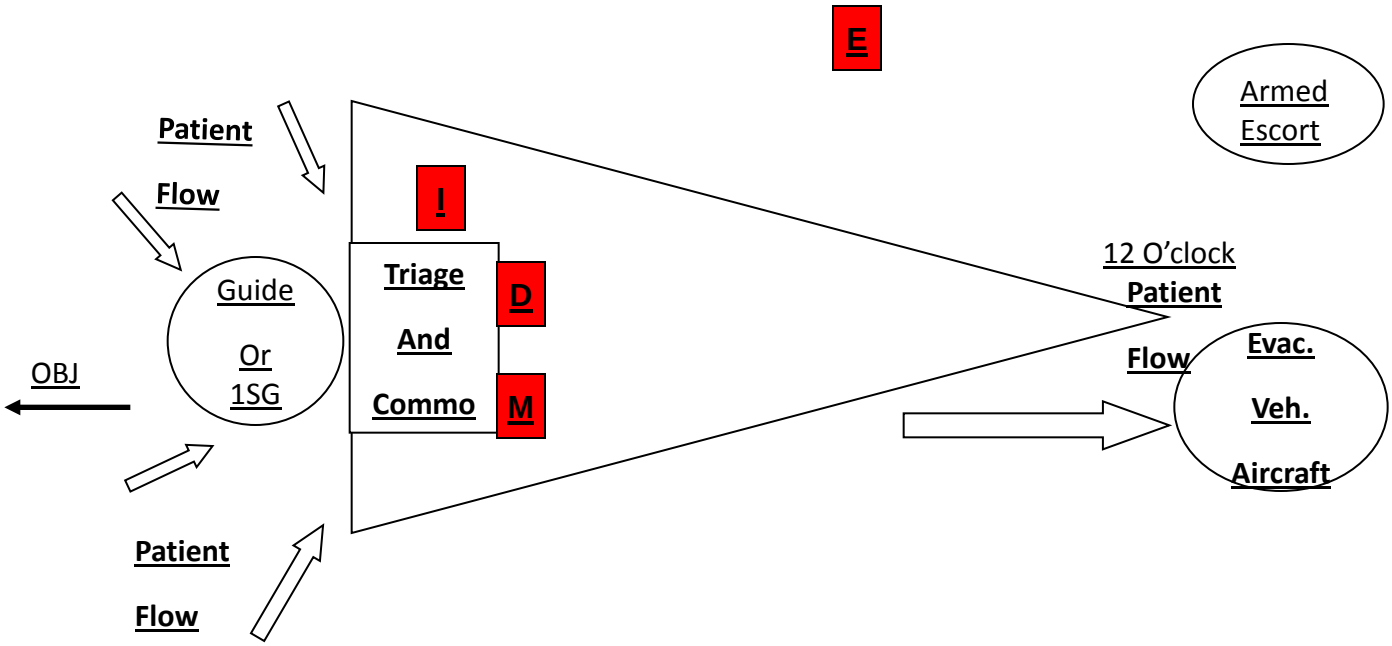
p. The Chaplain will be on hand to perform religious rites.

q. The aid station will direct air MEDEVAC.

r. The MED PL will track the battle/casualties throughout and allocate additional evacuation assets as required.

CASUALTY COLLECTION POINT

CCP Setup



MARKING VEHICLES CONTAINING CASUALTIES

Clean Casualty

- Red Flag with white X (lumination tape at night)

Dirty Casualty

- Yellow Flag with white O(lumination tape at night)

(MASCAL)

Task Organization MASCAL

HHT

Medical Platoon

Triage Team

Med PSG and two medic

CLS x 3 from HHT

Trauma Teams

PA and Tx medic x 3

Tx SL and Tx medic x 3

MEDEVAC Team

FAS 2 crew

MAS 3 crew

Aid & Litter Section

HHT 1SG

12 x A&L bearers from CTCP and/or UMCP/FTCP (A&L team consists of 4 personnel)

Decontamination Team

CBRN NCO

Decon team IAW CBRN SOP

Evac medic x 1 (from Triage Team)

Mortuary Affairs Team

S4 NCO

Casualty Tracking Team

S1 NCO and S1 personnel x 1

I. SITUATION. Whenever the number of casualties arriving to the Squadron Aid Station exceeds our organic medical capabilities a mass casualty (MASCAL) situation exists. MASCALs demand assets outside of the medical platoon be employed in order to process, treat and evacuate casualties to higher levels of care.

a. Triage classifications.

1) Immediate. High chance of survival if life-saving surgery or medical treatment is performed.

2) Delayed. Requires surgery or medical care, but general condition permits a delay in treatment without unduly endangering life, limb or eye-sight.

3) Minimal. Minor injury or illness that can be effectively treated by non-medical personnel.

4) Expectant. Wounds so extensive that even if optimal surgical or medical treatment is performed survival would be unlikely.

b. MASCAL criteria.

1) Immediate = 3 or more.

2) Immediate = 1-2 and Delayed = 4 or more.

3) Immediate = 0 and Delayed = 8 or more.

4) Any situation in which the Squadron PA determines MASCAL must be initiated.

(MASCAL)

a) The battle captain at the TOC will alert the SAS of incoming patients. If the battle captain knows the number and types of patients and the MASCAL criteria are met then he will initiate the MASCAL. If number and types of patients are unknown, then the medical PSG / PA will assess the patients after transport arrives and contact the TOC to initiate the MASCAL if necessary.

i) "CLEAN MASCAL" = MASCAL without CBRN contaminated casualties.

ii) "DIRTY MASCAL" = MASCAL with CBRN contaminated casualties or vehicles.

b) MASCAL is initiated by the battle captain. He will alert the TOC, SCO, XO, S3 and HHT commander. A net call will be made. The battle captain will notify higher levels of medical care of MASCAL and impending MEDEVAC.

c) After being alerted, MASCAL personnel will assemble at the SAS. All medical platoon personnel will report to the PA inside the SAS. All HHT and D Co personnel identified as CLS, A&L, CBRN, Security, Mortuary Affairs and Casualty Trackers will report to Med PSG in front of the SAS entrance.

i) HHT 1SG will be the A&L section leader.

ii) The CBRN NCO will be the Decontamination TL.

iii) An HHT NCO will be the Security TL.

iv) The S4 NCO will be the Mortuary Affairs TL.

v) The S1 NCO will be the Casualty Tracking TL.

vi) The Med PSG will be the Triage TL.

vii) The med plt Evac TL will be the MEDEVAC TL.

viii) The PA and PROFIS / med plt treatment SL will be Trauma TLs.

Casualty Arrival and Triage

a) MEDEVAC / CASEVAC platforms will stop and unload casualties at the drop-off site, a pre-designated location adjacent to the SAS. The HHT 1SG will direct A&L teams to move casualties to the Triage area, unless they need CBRN decontamination. If so, CBRN personnel will apply decon measures and the CBRN NCO will clear them to be moved to the Triage area. A medic from the triage area will assess and treat casualties during decontamination. If CBRN decontamination is not needed the Decon Team will move to the Triage area to assist in treatment of casualties.

b) The Triage area will be located in front of the SAS and run by the Med PSG. He will quickly assess casualties, assign them a triage classification and then direct A&L teams to move them to a site within the triage area for a particular triage classification. Triage classification marking system is as follows.

i) Immediate = RED sign / chemlight

ii) Delayed = YELLOW sign / chemlight

iii) Minimal = GREEN sign / chemlight

iv) Expectant = BLUE sign / chemlight

c) The Med PSG will determine which casualty goes into the SAS next, with A&L teams actually moving them inside. The priority of effort for treatment is based on triage classification: first immediate, then delayed, then expectant and last will be minimal.

d) The Security team is responsible for securing the SAS and MEDEVAC HLZ. Generally, this entails three 2-men teams with one team located at the entrance/Triage area of the SAS, one team at the exit/MEDEVAC area of the SAS and one team at the HLZ. Security is also responsible for crowd control and preventing non-essential personnel from entering the treatment areas and SAS itself.

e) The Chaplain will be available to casualties during the MASCAL. He will be located where he feels he can best provide services.

(MASCAL)

Trauma Management

a) A&L teams will carry a casualty into the SAS and be told where to place the person. There will be two trauma tables within the SAS: the PA and three medics will run one trauma table, while the PROFIS physician or Treatment SL will run the other. Life-saving interventions will be performed and the casualty will be moved outside the SAS to the MEDEVAC area.

b) Inside the SAS, the Med PL and S1 NCO will work in concert to identify casualties, log their status and then track which higher level of care they are MEDEVACed to using the SAS MASCAL TRACKER BOARD. The Med PL will have direct communications with MEDEVAC assets and keep the trauma teams and MEDEVAC team apprised of their estimated time of arrival. The Med PL will also keep the TOC battle captain informed of the situation. The S1 NCO has an assistant who can move in between the SAS, MEDEVAC area and Mortuary Affairs area to facilitate casualty tracking.

c) If despite the best efforts of trauma teams a casualty becomes deceased, the PA or PROFIS physician will declare death, sign the death certificate, and an A&L team will move the person and his personal effects to the Mortuary Affairs area.

d) The Mortuary Affairs area will be a pre-designated site where the S4 NCO and his team will be located. The Mortuary Affairs team will process the casualty and personal affects.

MEDEVAC

a) The MEDEVAC area will be a pre-designated area outside and behind the SAS run by the Evac TL where treated casualties will be monitored until MEDEVAC platforms arrive to transport them to higher levels of care. The Med PSG will keep the HHC 1SG informed of when A&L teams are required to move to the MEDEVAC area to assist in its operation.

b) The MEDEVAC TL will oversee their care with one medic and three CLS personnel. The MEDEVAC TL will assess casualties, identify which MEDEVAC category they are and then direct which area within the MEDEVAC area they are to be placed. MEDEVAC categories roughly align with triage classifications.

i) Urgent = Immediate. Evacuate within 2 hours to save life, limb or eye sight.

ii) Priority = Delayed. Evacuate within 4 hours.

iii) Routine = Minimal. Evacuate within 24 hours.

c) Understanding how long it takes to move casualties to the HLZ or AXP, the MEDEVAC TL will initiate movement of casualties at the appropriate time, load casualties onto platforms and conduct a handover of the casualties with the receiving medical personnel..

d) While the MEDEVAC SL is away from the MEDEVAC area the medic left behind will oversee the care of any remaining casualties. Other personnel from the med plt will assist as the situation permits.

b. Tasks to Maneuver Units.

1) Staff.

a) TOC battle captain.

i) Inform SAS of incoming casualties.

ii) Make initial contact with levels of higher medical care of impending MEDEVAC.

b) S1.

i) Provide an NCO and 1 assistant to SAS to track casualty status and site of evacuation.

ii) Provide casualty report to SCO.

c) S4.

i) Provide an NCO and 3 assistants to run Mortuary Affairs area.

ii) Establish and mark Mortuary Affairs area within 50 meters of SAS.

d) Chaplain. Be available at SAS for religious services.

(MASCAL)

2) HHT.

a) HHT Commander overall C2 of MASCAL.

b) HHT 1SG act as A&L section leader.

c) Provide CBRN NCO and team to run Decon area for incoming casualties. CBRN team B/P to assist in triage operations.

d) Provide an NCO and 6 personnel to be Security Team.

e) Provide 3 CLS trained personnel to assist in Triage area.

3) D TRP.

b) Provide 3 CLS trained personnel to assist in MEDEVAC area.

c) Provide 12 A&L bearers to assist in MASCAL.

4) Medical Platoon.

a) Designate and mark Casualty Drop-off Site, Triage area, MEDEVAC area, MEDEVAC HLZ/AXP.

b) Mark all medical personnel with Red Cross patch on left shoulder.

c) PA / PROFIS.

i) B/P to contact TOC in order to initiate MASCAL.

ii) Secure controlled medications from SAS safe for trauma interventions.

iii) Direct and coordinate trauma teams.

iv) Declare death and sign death certificates.

d) Med PL.

i) Track casualty status and evacuation site in conjunction with S1.

ii) Establish contact with MEDEVAC assets to affect casualty transport to higher levels of care.

iii) Keep TOC updated on MASCAL status.

e) Med PSG.

i) B/P to contact TOC in order to initiate MASCAL.

ii) Prepare MASCAL kit for use in Triage area.

iii) Run Triage area, to include identifying casualty triage classification, directing medic and CLS care of casualties and directing movement of casualties into SAS.

iv) Coordinate with HHC 1SG to shift A&L teams to MEDEVAC area to support movement of casualties to MEDEVAC HLZ/AXP.

f) Treatment SL.

i) Stock and prepare trauma bays.

ii) Direct trauma team management of patients.

g) Evac TL.

i) Prepare MASCAL kit for use in MEDEVAC area.

ii) Run MEDEVAC area, to include identifying casualty MEDEVAC category and directing medic and CLS care of casualties.

ii) Move casualties to MEDEVAC HLZ/AXP and perform handoff with receiving medical personnel on evacuation platform.

IV. SERVICE SUPPORT.

a. Materials.

1) Chemlights. 40 each red, yellow, green and blue.

2) Litters. 10 each minimum.

3) Loudspeaker with batteries. 1 each.

4) MASCAL Chest. 4 each with the following contents: 1 x marking kit and 8 x MASCAL pack (individual treatment pack addressing hemorrhage, tension pneumothorax/chest wounds, airway, hypothermia and IV/IO).

b. Services. Chaplin on site if needed.

MEDICAL & CASUALTY RESPONSE PLANNING

Airframe	Litter	Ambulatory	Normal configuration
C-130 Hercules	74	92	
C-17A	36	54	
UH-60 BLACKHAWK	6	7	4 Litter, 1 Ambulatory
UH-60A BLACKHAWK	3	4	4 Litter, 1 Ambulatory
CH-47 Chinook	24	31	
CH-46 Sea Knight	15	25	
CH-53 Sea Stallion	24	55	
V22 Osprey	12	24	

Normal Conditions				
Road Type	**Vehicles under 1 ¼ Ton**	**Vehicles over 1 ¼ Ton**	**Stryker Vehicles**	**Multi-Vehicle Operations**
Improved Roads	35mph	25mph	25mph	20mph
Unimproved Trails	25mph	20mph	20mph	15mph
Cross-Country	15mph	15mph	15mph	10mph

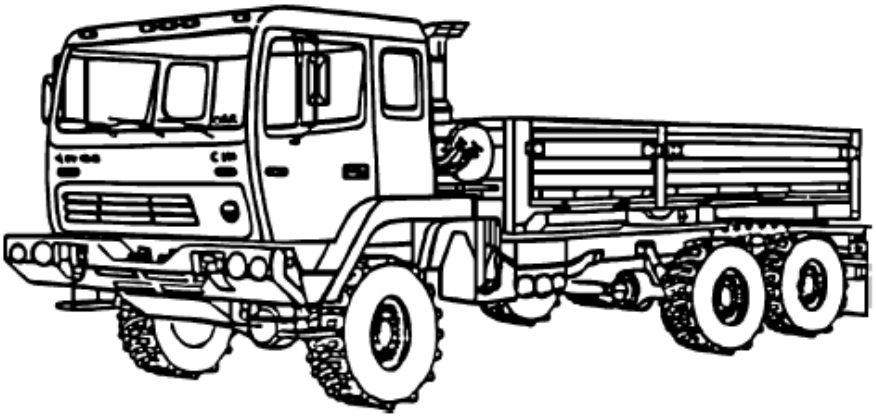
Limited Visibility Conditions				
Road Type	**Vehicles under 1 ¼ Ton**	**Vehicles over 1 ¼ Ton**	**Stryker Vehicles**	**Multi-Vehicle Operations**
Improved Roads	**25mph**	**20mph**	**20mph**	**15mph**
Unimproved Trails	**20mph**	**15mph**	**15mph**	**10mph**
Cross-Country	**10mph**	**10mph**	**10mph**	**5mph**

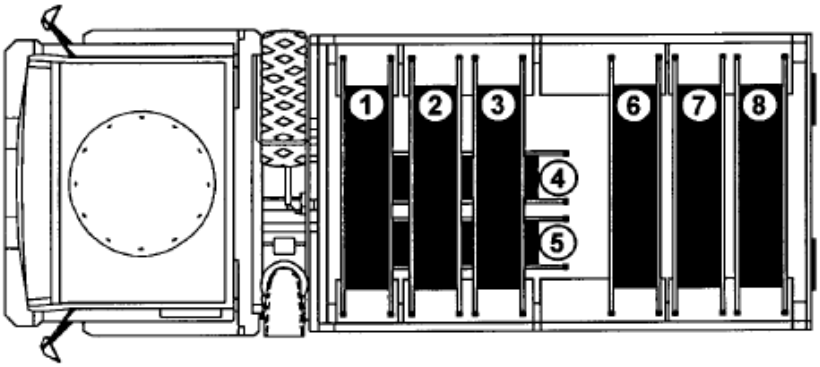
Vehicle	Litter	Ambulatory
M998 Truck (Two Man)	5	
M998 Truck (Four Man)	3	4
M996 Truck, Ambulance	2	6
M997 Truck, Ambulance	4	8
M1133, Stryker MEV	4	6
M1078 Truck, Cargo		
M1081 Truck, Cargo,	7	12
M1085 Truck, Cargo,	12	22
M1093 Truck, Cargo	8	14

Sust 20

Ground Evac Non-Standard Vehicles

- **M-1083, 5-ton Medium Tactical Vehicle**
  - 8 litter
  - 14 ambulatory





Patient Decon SOP

PREPARE PATIENT DECONTAMINATION CHLORINE SOLUTIONS

Two concentrations of the chlorine solution are required.

A 5% solution is required to decontaminate:

Gloves, Aprons, Litters, Scissors, the Patient's Hood, other non-skin contact surfaces

Another 0.5% solution is required to decontaminate:

The patient's mask, skin and splints, and to irrigate the patient's wounds

Solution preparation.

Use calcium hypochlorite (HTH) granules (supplied in 6 ounce jars in the patient decontamination MES) or sodium hypochlorite (household bleach).

Prepare the required concentrations as shown in the table below.

HTH ounces	HTH MRE spoonfuls	Household bleach	Percent in 5 gallons of water
6	5*	2 quarts	0.5
46	35	**	5

***** Use the plastic spoon supplied in your MRE to measure. The amount of HTH to be used is a heaping spoonful.

****** **DO NOT** dilute in water. Household bleach is a 5% solution.

DECONTAMINATE A CHEMICAL AGENT LITTER PATIENT

__ STEP 1. Decontaminate the patient's mask and hood.
__ STEP 2. Remove gross contamination.
__ STEP 3. Remove the patient's gear and personal effects.
__ STEP 4. Remove the patient's uniform.
__ STEP 5. Transfer the patient to a decontamination litter.
__ STEP 6. Decontaminate the patient's skin.
__ STEP 7. Transfer the patient across the shuffle pit.

DECONTAMINATE A CHEMICAL AGENT AMBULATORY CASUALTY

__ STEP 1. Remove LBE.
__ STEP 2. Decontaminate the patient's mask and hood.
__ STEP 3. Remove the FMC.
__ STEP 4. Remove all gross contamination.
__ STEP 5. Remove over-garment.
__ STEP 6. Check patient for contamination.
__ STEP 7. Decontaminate the patient's skin.
__ STEP 8. Remove bandages and tourniquets.
__ STEP 9. Proceed through the shuffle pit to the treatment area.

NOTE: ***For persistent nerve agent exposure:***
Do not remove mask until in protective shelter (agent is volatile).
Do not remove dressings, just reinforce and cover with red trash bags.

EVAC EPW SOP

1. **Priority of evacuation/medical care will always be conducted according to TRIAGE regardless or origin.**

2. Evacuation categories:
   - **A. URGENT**: Evacuated as soon as possible and within a maximum of 2 hours I order to save life, limb, or eyesight.
   - **B. URGENT SURGICAL:** Must receive far forward surgical intervention to safe life and stabilize for further evacuation.
   - **C. PRIORITY:** Sick or wounded requiring prompt medical care within a maximum of 4 hours.
   - **D. ROUTINE:** Sick or wounded requiring prompt medical care within a maximum of 24 hours. Psychiatric patients should be placed in this category.
   - **E. CONVENIENCE:** Patient for whom evacuation by medical vehicle is a matter of medical convenience rather than necessity.

3. Primary means of evacuation for urgent and urgent surgical is through Air CASEVAC.

4. In the event of air CASEVAC is unavailable, troops are responsible for evacuating casualties to the nearest, highest level of care using ground MEDEVAC assets first, then non-standard CASEVAC as necessary.

EPW CASULTIES

1. EPWs will be evacuated through medical channels with the same priorities as U.S. patients, with the following considerations:

   A.EPWs Will remain under armed guard at all times during evacuation. Guards for EPW's being evacuated through medical channels will be provided by appropriate non-medical units.

   B. When possible EPWs will not be evacuated in the same vehicle as US or allied patients. When possible, EPWs will be transported directly to the EPW cage and a medic will be sent to begin treatment.

   C. EPWs will be searched prior to evacuation and prior to admission to any MTF. While in a U.S. MTF they will be searched daily.

   D. Immediately upon admitting an EPW to the MTF the treatment platoon must notify the SQDN TOC. The SQDN TOC will then immediately notify the CI/EPW team operating in the SAS.

2. Reporting of EPW casualties: EPW casualties will be reported through the SQDN TOC immediately.

SQDN 5-DAY RECOVERY SOP

Blackhawk Recovery SOP		
	GO	NO GO
Day 0 (Day of Return)		
• 100% personnel accountability		
• 100% sensitive items (by SN) accountability (wipe down before turn-in)		
• Top off all vehicles with fuel		
• Offload all vehicle secondary loads		
• Z-out all COMSEC equipment		
• Secure all individual TA-50		
• Remove all mud and trash from vehicles		
• After Actions PMCS		
• Collect and secure all CL V (conduct shakedown)		
• Submit sensitive items and closure reports to BN S3		
Day 1-4		
• Wash/PMCS vehicles and trailers (interior and exterior)		
• Clean and inventory BII		
• Identify all deadlines		
• Verifty all NMC faults and order any 02 parts or open job orders		
• Inventory TA-50 and identify DX items (1st line supervisor inspect)		
• Close out all dispatches and turn-in logbooks (after washrack)		
• Lube vehicles and trailers IAW LO		
• Clean and PMCS weapons (CLP on weapons after Day 5 inspection)		
• Clean and PMCS NVGs		
• Clean and PMCS commo equipment		
• Clean and PMCS protective masks		
• Clean and inventory SKOs		
• Clean and inventory CLS bags and WALKs (replenish class VIII)		
• Clean and service tents		
• Clean and service generators		
• Clean and turn-in all TSC equipment		
• Return CL IV to Class IV Yard		
• Prepare and conduct FTX performance counseling		

SQDN 5-DAY RECOVERY SOP

Day 1-4 (cont.)		
• Turn-in unserviceable equipment to supply		
• Submit any field loss statements		
• Submit any statement of charges /FLIPL		
• Update shortage annexes		
• Primary and sub-hand receipt holders resign handreceipts		
• Award submissions complete		
• AARs submitted to S 3 (Issue, Discussion, Recommendation)		
Day 5 (Inspections)		
• Vehicles in motorpool with BII layout (5988s present)		
• TA-50 layout		
• Armsroom		
• Common areas		
• Storage areas		

Notes: These tasks describe the minimum requirements for recovery operations for the SQDN. The Day 0 and Day 5 tasks are time specific and will be conducted on those dates. The other tasks, from Day 1 to Day 4, are required tasks but Troops may plan to conduct these activities in any order they choose so long as the tasks are accomplished. In addition, the SQDN treats the recovery phase of operation as part of the operation itself.

Reports

Green 1 – INTSUM

PURPOSE: Provide the S-2s with intelligence summaries covering the previous 12 hours of enemy activity.

SUBMITTED BY: Higher to lower.
SUBMIT WHEN: As Necessary
Method: Primary: CPoF
Alternate: BDE O&I
Tertiary: FBCB2 Free Text
FORMAT
Line 1: Issuing Unit
Line 2: Time of Issue
Line 3: Summary of Activity
Line 4: Enemy Strength & Disposition
Line 5: Enemy Frontline Trace
Line 6: Most Likely COA
Line 7: Enemy Weaknesses
Line 8: Current PIR/IR

Green 2 – Sensitive Items Report

PURPOSE: To report sensitive equipment is present

SUBMITTED BY: Participating unit to higher
SUBMIT WHEN: 0600 and 1800
Method: FM
FORMAT
Line 1: DTG of loss
Line 2: Approximate Location of Loss
Line 3: Missing Item Serial #
Line 4: Name, Rank, SSN of Individual Responsible
Line 5: Actions Taken to Recover Item

Green 3 – Splash Report

PURPOSE: To report a downed or missing aircraft
SUBMITTED BY: From discovering unit to higher
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Call sign
Line 2: Aircraft data (type and status)
Line 3: Pilot Status

Reports

Green 4 – Patrol Report

PURPOSE: To report information obtained from a patrol

SUBMITTED BY: Participating unit to next higher HQ
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Reporting Unit
Line 2: Designation of patrol (To, from, map used)
Line 3: Size and composition of patrol
Line 4: Task
Line 5: Time of departure
Line 6: Time of return
Line 7: Terrain
Line 8: Threat
Line 9: Any map corrections
Line 10: Miscellaneous information
Line 11: Results of encounters with the threat
Line 12: Conditions of the patrol (Dead, wounded, etc)
Line 13: Conclusions and recommendations

Green 5 – Route Report

PURPOSE: Provide results of route reconnaissance requested by higher unit

SUBMITTED BY: TRP CP S2 to NEXT HIGHER HQ (S2)
SUBMIT WHEN: As Necessary
Method: FM
FORMAT:
LINE 1: From (start location)
LINE 2: To (end location)
LINE 3: What (1. Highway, 2. Road, 3. Trail, 4. Cross country)
LINE 4: Class route
(1. Only tracked vehicles, 2. Any wheel vehicles, 3. Dismounted only, 4. Only wheels)
LINE 5: Type (1. All weather, 2. Limited all weather, 3. Fair weather)
LINE 6:: Movement possible (1. Fast, 2. Slow)
LINE 7: Critical points (Y/N)

Reports

Green 6 – EPW/Captured Material Report

PURPOSE: To report information on captured EPW's and captured material

SUBMITTED BY: Participating unit to higher
SUBMIT WHEN: As Necessary.
Method: FM
FORMAT (EPW)
Line 1: Reporting Unit
Line 2: DTG of capture
Line 3: Location of capture
Line 4: Capturing unit
Line 5: Circumstances of capture
FORMAT (Material)
Line 1: Reporting Unit
Line 2: Item captured
Line 3: Type of document/equipment
Line 4: DTG of capture
Line 5: Location of capture
Line 6: Capturing unit
Line 7: Circumstances of capture
Line 8: Conclusions/recommendations

Green 7 – Request for Information

PURPOSE: To request information from higher

SUBMITTED BY: Participating unit to higher
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
LINE 1 – DTG
LINE 2 – Unit Making Request
LINE 3 – Desired Information (Specific Order or Request)
LINE 4 – Requestor's Priority (ONE, TWO, THREE, or FOUR)
LINE 5 – DTG Information Required
LINE 6 – DTG of Latest Time for Intelligence/Information Value
LINE 7 – Narrative

Reports

BLUE 1 – SALT/SPOT REPORT

PURPOSE: To report a single event/battlefield encounter

SUBMITTED BY: TRP CP to higher
SUBMIT WHEN: As Necessary.
Method: FM
FORMAT
Line 1: Reporting Unit
Line 2: DTG
Line 3: Size
Line 4: Activity
Line 5: Location
Line 6: Unit
Line 7: Time
Line 8: Equipment
Line 9: Action your unit is taking

BLUE 2 – SITREP

PURPOSE: To report any changes to the tactical situation and status

SUBMITTED BY: Reporting unit to higher
SUBMITTED WHEN: As of 0430 NLT 0500, As of 1630 NLT 1700
Method: FM
FORMAT:
LINE 1: Reporting Unit
LINE 2: DTG
LINE 3: Brief summary of threat activity, casualties inflicted, and prisoners captured
LINE 4: Friendly locations (encoded)
LINE 5: SLANT
LINE 6: Defensive obstacles
LINE 7: Personnel Strength
LINE 8: Class III and V on hand
LINE 9: Operations next 12hrs/24hrs
LINE 10: Commander's remarks:

Reports

BLUE 3 – Combat Power Slant

PURPOSE: To provide the Brigade Commander with a quick overall status of the combat power of the BCT and to brief the command group on combat readiness
SUBMITTED BY: Reporting unit to next higher HQ.
SUBMIT WHEN: As Necessary
Method: FM

FORMAT:

ICVV	Dismount Teams	Javelin Teams	SCOUT TRP MCVV	CVV+FSV

ATGM	MGS WPNS TRP	CVV+FSV

BLUE 4 – Report Bridge, Overpass, Tunnel, Culvert

PURPOSE: To report a bridge, overpass, culvert, underpass, or tunnel
SUBMITTED BY: Discovering unit to next higher HQ
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Reporting Unit
Line 2: Type and location
Line 3: Overall length
Line 4: Width of roadway
Line 5: Height restrictions
Line 6: Length and number of spans
Line 7: Computed classification
Line 8: Bypass locations/conditions
Line 9: Action your unit is taking

Reports

BLUE 5 – Report for Ford, Ferry, or Other Crossing

PURPOSE: To report a ford, ferry, or other crossing

SUBMITTED BY: Discovering unit to next higher HQ
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Reporting Unit
Line 2: Type and location
Line 3: Overall length
Line 4: Current speed (meters/second)
Line 5: Maximum depth in meters
Line 6: Bottom material and condition
Line 7: Capacity classification of any existing ferry equipment
Line 8: Slope of entry bank
Line 9: Slope of exit bank
Line 10: Necessary comments

BLUE 7- Route Reconnaissance Report

PURPOSE: To send a route reconnaissance report
SUBMITTED BY: Discovering unit to next higher HQ
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Reporting Unit
Line 2: From location
Line 3: To location
Line 4: Type of route (Highway, Road, Trail, Cross-country)
Line 5: Route classification (all squadron vehicles, tracked vehicles only, CFV only, etc)
Line 6: Seasonal limitations of route (X,Y, Z)
Line 7: Rate of movement along route (Fast, Slow)
Line 8: Location and type of critical points (Curves, slopes, width restrictions, overhead clearance)
Line 9: Additional comments

Reports

BLUE 9 – Obstacle Report

PURPOSE: To report an obstacle

SUBMITTED BY: Discovering unit to next higher HQ
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Reporting Unit
Line 2: Type of obstacle or obstruction
Line 3: Location
(Large obstacles send end/turn points)
Line 4: Dimensions and orientation
Line 5: Composition
Line 6: Enemy weapons
influencing obstacle
Line 7: Observer's actions

BLUE 10 – Bypass Report

PURPOSE: To report a bypass
SUBMITTED BY: CO CP TO NEXT HIGHER HQ
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Reporting Unit
Line 2: Length/width/surface type/grade
Line 3: Coordinates
(from and to locations)
Line 4: Seasonal/weather limitations.
Line 5: Bypass markings
Line 6: Observer's actions

Reports

BLUE 11 – Stand-to Report

PURPOSE: To report completion of stand-to
SUBMITTED BY: Any unit that has completed stand-to to their next higher unit
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Reporting Unit
Line 2: Time stand-to completed
Line 3: Weapons on hand/functional
Line 4: Sensitive/accountable items on hand
Line 5: Vehicles/radios on hand and functional
Line 6: On hand/functional status of other equipment

UXO/IED Report

PURPOSE: To report the discover of a UXO/IED

SUBMITTED BY: Discovering unit to higher
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: DTG Discovered
Line 2: Reporting activity (UIC / Unit Designation), Location
Line 3: Contact Method (Radio Freq / Call Sign or Telephone Number)
Line 4: Type of IED / Ordnance: (Dropped, Projected, Placed or Thrown), Description
Line 5: CBRN Contamination: Yes/No (If Yes, report type of agent if known / identified)
Line 6: Target / Resource Threatened (Is it a critical asset?)
Line 7: Impact on Mission
Line 8: Protective Measures Taken
Line 9: Recommended Priority: (Immediate, Indirect, Minor, or No Threat)

Reports

Yellow 1 – LOGSTAT

PURPOSE: To report information logistic status of reporting unit

SUBMITTED BY: Participating unit to next higher logistic support
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: DTG of report
Line 2: Unit/Support Element
Line 3: Location (10 digit grid to CP)
Line 4: Headcount (O/E)
Line 5: MREs (cases OH)
Line 6: Water
(Green: 90%, Amber: 80%, Red: 60%, Black: 50%)
Line 7: Fuel
(Green: 90%, Amber: 80%, Red: 60%, Black: 50%)
Line 8: Ammo UBL Report
(Green: 90%, Amber: 80%, Red: 60%, Black: 50%, Winchester 0%)
a.) 5.56
b.) 7.62
c.) .50cal
d.) 40mm
e.) Javelin
f.) Smoke/Grenades
Line 9: Class IX Requests
Line 10: Class VIII Critical Requests
Line 11: Class IX NMC Items
Line 12: Special Requests

Reports

Yellow 1A – Battle Loss Report

PURPOSE: To report the loss of or damage to a piece of equipment.

SUBMITTED BY: Involved unit to higher
SUBMIT WHEN: As Necessary
Method: FM
FORMAT

Line 1: Time of loss.
Line 2: Number of pieces of equipment to be evacuated to troop/battalion or higher for maintenance by type
Line 3: Number of pieces of equipment destroyed and abandoned in pieces by type
Line 4: Location (encoded) of abandoned equipment.

Yellow 3 – POL Status Report

PURPOSE: To report POL on hand.

SUBMITTED BY: Involved unit to higher
SUBMIT WHEN: As Necessary
Method: FM
FORMAT

GREEN: 90% or more of the required quantity on hand.
AMBER: 80% to 89% on hand.
RED: 60% to 79% on hand.
BLACK: 59% or less on hand.

Reports

RED 1 – Personnel Report

PURPOSE: Provide a daily personnel status to the brigade commander

SUBMITTED BY: Involved unit to higher
SUBMIT WHEN: As Necessary
Method: CPOF, VOIP, FM
FORMAT
Line 1: Report as of DTG.
Line 2: Unit
Line number 3-5 will be reported:
AUTH/ASGD/PDY/REMARKS
Line 3: Officer
Line 4: Warrant
Line 5: Enlisted
Line 6: Unit personnel status:
(Green, Amber, Red, Black)

RED 2 – Personnel Battle Loss Report

PURPOSE: To send a personnel battle loss report

SUBMITTED BY: Involved unit to next higher HQ
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Reporting Unit
Line 2: Battle Roster number
Line 3: DTG of incident
Line 4: Location of incident
Line 5: Type of casualties
Alpha: KIA, hostile action
Bravo: KIA, non-hostile action
Charlie: Body recovered
Delta: Body not recovered
` **Echo:** Body identified
Foxtrot: Body not identified
Golf: Missing in action
Hotel: Captured
India: WIA, slight, hostile action
Juliet: WIA, serious, hostile action
Kilo: WIA, slight, non-hostile action
Lima: WIA, serious, non-hostile action
Mike: Accident
Line 6: Location to which casualties are evacuated

Reports

RED 3 – Medical Evacuation Request

See 9-Line MEDEVAC

RED 9 – Accident Report

PURPOSE: Provides timely information to the commander on accidents that occur within the unit.

SUBMITTED BY: Involved unit to next higher HQ
SUBMIT WHEN: As Necessary
Method: FM
FORMAT
Line 1: Description of Accident:
Line 2: Location of Accident:
Line 3: DTG of Accident:
Line 4: DTG of Discovery:
Line 5: Cause of accident:
Line 6: Name of Witnesses:
Line 7: Name or BR# of injured, names of civilians involved (Claims Card Issued)
Line 8: Bumper number and Nomenclature of equipment involved, type of civilian vehicles:
Line 9: POC

COMSEC Compromise

1. Report COMSEC compromises immediately upon verification of compromise to the SQDN Tactical Operations Center then to your SQDN S6. The SQDN S6 will immediately contact the BDE S-6 COMSEC Custodian directly through the BDE Help Desk. You must report if the COMSEC compromise is communication system or COMSEC fill device. If the compromise is a communication system then follow the steps below. If the compromise is a fill device only talk unclassified on the net until you receive a OTAR.

2. SQDN BTL CPT, ICW 1BCT S6, will initiate the compromise procedure by calling on either the FM (Net ID 600) SIPR, BFT depending on which system is affected by the compromise.

3. Upon the Troops being notified via SQDN codeword “BANDIT” on SQDN CMD FM NET ID 402 all Troops will acknowledge receipt of code word and will only talk unclassified information on the compromised nets. When direct by the SQDN TOC all Troops will change their timing on their radio’s by moving the date forward 02 Julian dates. After the Troops move their timing forward, they are required to conduct a radio check with the SQDN TOC. Once cleared through the SQDN S6, the Troops will to delete the compromised key(s).

4. Once the compromised key(s) is/are deleted, and the next segment is enacted, the unit(s) will associate the key(s) with the load-set. Steps A – H will guide you to associating the key(s).

a. Turn on the SKL, and login to the UAS program.
b. Click on the tab marked “Eqs.”
c. Click on “RT1523,” which is the radio used in all vehicles.
d. Click on “FILE,” then “ASSIGN…,” finally click on “KEY TAGS.”(NEW WINDOW WILL APPEAR)
e. Click on “USKAD 1428,” then expand it until you see numbers. (I.E. 1, 2, 3, etc.)
f. Click on the number that corresponds with the current month you are on, (I.E. January = 1, February = 2, March = 3, etc., etc.) then click on “NEXT.” **Side Note: If an emergency supersession is enacted, you will use the next following month’s key/number (I.E. if you are in March which is key 3, and an emergency supersession is enacted you will use April’s key which is 4 instead.).
g. Click on “C1,” (This associates the key to channel 01) then click “FINISH”
h. Continue steps 2-5, selecting “C2,” “C3,” C4,” C5,” and finally “C6.” This will associate all 6 channels to the appropriate key.

i. Once more click on “FILE,” then “Assign…,” finally click on “KEY TAGS.”
j. Click on “USKAT31231578,” and click “Next.”
k. Highlight “RT-1523 H0,” then click on “Finish.”
l. From the “Eqs,” tab click on “File,” then “Assign…” then “EP…”
m. Ensure the top-most selection is high-lighted on the following page, then hit : Next >>
n. High-light RT1523-H1, then click on “Finish.”
o. Continue steps L through N, selecting “H2,” “H3,” “H4,” “H5,” and finally “H6.” This will finalize the association of keys and channels to the hopset.

5. (U) All Troops will conduct a communications check with Squadron Headquarters/TOC to validate a successful COMSEC change over.

QR 1

9 LINE MEDEVAC

QR 2

Line 1: Grid/ Location	
Line 2: Call Sign/ Frequency	
Line 3: Patients by Precedence	**Line 3:**
A-Urgent	A=
B- Urgent Surgical	B=
C- Priority	C=
D- Routine	D=
E- Convenience	E=
Line 4: Special Equipment Needed	**Line 4:**
A- None	A=
B- Hoist	B=
C- Extraction Equipment	C=
D- Ventilator	D=
Line 5: Patients by Type	**Line 5:**
L-Litter	L=
A- Ambulatory	A=
E- Escort (May be required for Female/ Minor)	E=
Line 6: Landing Zone Security	**Line 6:**
N- No Enemy	N=
P- Possible Enemy	P=
E- Enemy in Area	E=
X- Area Under Fire (Armed Escort Required)	X=
Line 7: Method of Marking Pick-up Site	**Line 7:**
A- Panels	A=
B- Pyro	B=
C- Smoke	C=
D- None	D=
E- Other	E=
Line 8: Patients by Nationality	**Line 8:**
A- US Military	A=
B- US Civilian	B=
C- Non-US Military	C=
D- Non-US Civilian	D=
E- EPW	E=
Line 9: CBRN Contamination (Wartime)	**Line 9:**
C- Chemical	C=
B- Biological	B=
R- Radiological	R=
N- Nuclear	N=
Line 9: Terrain Description (Peacetime)	
Addition Information	
M- Mechanism of Injury	M=
I- Injury/ Illness	I=
S- Signs/ Symptoms/ Vitals	S=
T- Treatment	T=