									9-LINE ME	DEVAC R	EQUEST
DIST. (M)									FREQ:		PT / CT
.SIQ									LINE 1 - Location _		
									LINE 2 - FREQ/CS/S	FX	
									LINE 3 - No. of Patie	ents by P	recidence
AZ. (M)									A: Urgent (2-hrs.)	A: _	
AZ.									B: Urgent-Surgica		
									C: Priority (4-hrs.) C: _	
	-								D: Routine (24-hr		
									E: Convenience	E: _	
ОТ									LINE 4 - Special Eq A: None B: Hoist C: Excavation Eq D: Ventilator LINE 5 - No. of Patie A: Litter B: Ambulatory LINE 6 - Security of N: No Enemy in A P: Possible Enem E: Enemy in Area X: Enemy in Area	uipment _ A: _ B: _ LZ Area _ ny in Area I (Use Cau	ype
									LINE 7 - Marking of A: Panels B: Pyro C: Smoke D: None E: Other		
FROM				NOTES:					LINE 8 - Patient Nat A: US Military B: US Civilian C: Non-US Militat D: Non-US Civilie E: Enemy Prison (Number of each LINE 9 - NBC Conta N: Nuclear B: Biological C: Chemical	y in er of War not requir	ed)

TROOP LEADING PROCEDURES 1. Receive the Mission 2. Issue the WARNO (WARNO No. 1) 3. Make a Tentative Plan a. Detailed Mission Analysis - Task/Purpose - Constraints - METT-TC - OCOKA	e. <u>Civil Considerations</u> f. <u>Attachments and Detachments</u> (List all units and DTG effective) g. <u>Adiacent Units</u> (Designation, composition, location, task, purpose, effect on mission) 2. <u>MISSION</u> Who, what (task), where, when, why (purpose)	 (2) Reports (types, frequency, etc) c. Signal (1) PACE (verbal, runner, H&A signals, etc) (2) SOI (Frequency, Call Signs, etc) (3) COMSEC Issues (Fills, Crypto, Keys, Julian Date, SKL Location) (4) Challenge and Password, Running Password, Number Combination 			
- Weather - Issue WARNO No. 2 b. CoA Development - Analyze Combat Power - Generate Options - Develop EXECUTION paragraph c. Analyze CoA's d. Compare CoA's e. Select CoA and issue WARNO No. 3 4. Initiate Movement 5. Conduct Reconnaissance	3. EXECUTION (Describe how the mission will be accomplished, an overarching concept of operations, schemes of employment for each war-fighting function, specified tasks to subordinate units, key coordinating instructions, identify decisive and shaping operations) a. Key Tasks b. Endstate (Use past-tense. What do you want the situation to be once mission is complete.) c. Concept of the Operation (big picture, phased operation, decisive operations, main/supporting efforts)	exfiltrate fix isolate retain suppress turn			
6. Complete the Plan 7. Issue the OPORD 8. Supervise and Refine OPERATIONS ORDER (Ref. FM 5.0 App. E and FM 3-21.8) REFERENCES TIME ZONE USED TASK ORGANIZATION 1. SITUATION a. Area of Interest b. Area of Operations (1) Terrain (OCOKA, Impact on enemy and friendly forces) (2) Weather (Summary, Impact on enemy and friendly forces) C. Enemy Forces (1) Composition	d. Scheme of Maneuver (detail each phase) e. Tasks to Subordinate Units (Each unit gets a task/purpose for each phase of the operation. Main effort identified in each phase) f. Coordinating Instructions (Only list instructions where two or more subordinate units interact) g. Timeline (back-plan from hard times, be realistic) h. CCIR (1) PIR (2) EFIR i. EEFI j. Rules of Engagement k. Uniform 4. SUSTAINMENT a. Logistics (Address each class of supply as applicable) b. Personnel (Coordination with S4/S1, if any) c. CCP (Location, marking, security as applicable) d. CASEVAC/MEDEVAC Plans (A&L teams, RTO.	TACTICAL MISSION PURPOSES (Ref. FM 1-02) block destroy turn canalize contain defeat destroy disrupt fix interdict isolate neutralize penetrate turn			
(2) Disposition (3) Strength (4) MLCOAMDCOA d. Friendly Forces (1) Higher Headquarter's (2-levels) (A) Commander's Mission (B) Commander's Intent (2) Adjacent Units (Location, task, purpose, call signs, effect on operation, etc)	5. COMMAND AND CONTROL a. Command (1) Location of commander (by phase if applicable) (2) Succession of Command (3) Liaison Requirements b. Control (1) Command Posts (location, specific tasks, etc)				

